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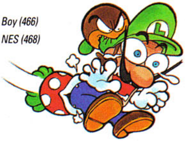

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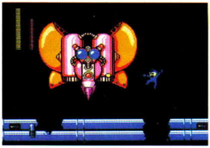

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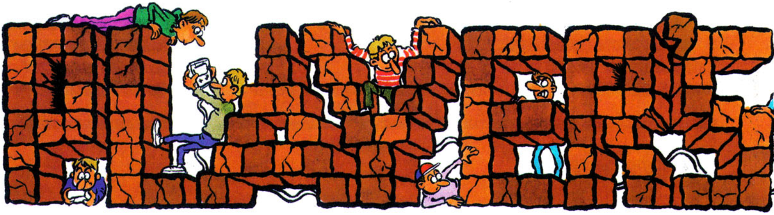


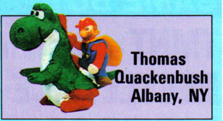
Boy, we asked for 3-D art, and you gave it to us!

Move Over Michelangelo!

Frog Legs To Go!

Enclosed is a photo of the Battletoads my mom created. I told her my sister, brother and I really wanted some Battletoads to play with, so she made a pattern and sewed them for us. We really like to play Battletoads on the NES, and now we have others we can play with, too!

Donavan Beckering
Hesperia, CA



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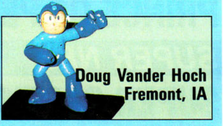
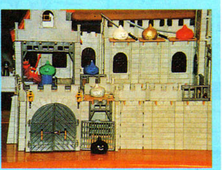


Doug Vander Hoch
Fremont, IA

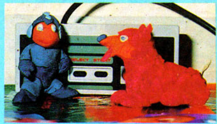
Gold Is Up This Month!

My name is Steven. I am 8 years old, and I love role-playing games! Here is a picture of the Dragon Warrior Slimes I made out of clay. As you can see, I have also created Gold, Green, Black, and White Slimes in addition to the ones seen in the games. If you thought the Metal Slime was tough, my Gold Slime is invincible!

Steven Koenigsberg
Farmington, MI



Check These Out!

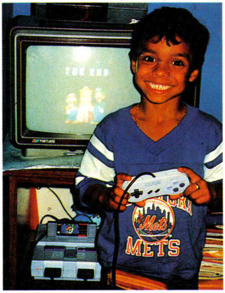


Lindsay Beckner
Middletown, OH

Put Me In, Coach!

We have just finished Super Mario World and you will find the photos enclosed. The game was finished by two players: Anne-liese Gonzalez and Raul Navarro. Pictured is our third player and coach, Immanuel Rodriguez. He was forever egging us on and his help is just what we needed to defeat Bowser.

Anne-liese Gonzalez
Bayshore, NY



We don't think Immanuel could be any happier, do you?

Do you sometimes wish that you had some of the powers of your favorite video game characters? What special ability would you want and why? Write in and let us know what you'd do if you could be your favorite Nintendo character for a day!

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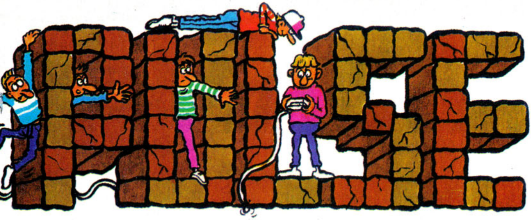

Hudson Hawk Scavenger Hunt Winner

◀"Hey! Where can we get a cappuccino?" Last September, Ross Moskowitz, friends Alex Matosin, Frank Scarrino, and brother Jay Moskowitz shredded San Diego in search of Da Vinci's lost treasures! Ross entered the Player's Poll Contest which appeared in Volume 24 of Nintendo Power. Talk about a blast! It was an event to be remembered by all.

◀Ross' friend, Frank, helps him check out the mysterious horse statue.

Ross gets his cappuccino and also finds the secret notebook. ▶

EDITOR'S CORNER

This month's Nintendo Power features a new look. First of all, there are more pages, largely due to our new comics section. The reason for the change was YOU! You've been telling us what you'd like to see in Nintendo Power magazine and we're responding. Keep sending in those letters with your comments and ideas. It's difficult to stress how much we appreciate your input. Also, the Player's Poll cards you send in help us immensely, and to show our appreciation, we offer the great prizes you see every month. We've got a bunch of great Player's Poll prizes coming up, so keep those cards coming in. Thanks!

Gail Tilden
Editor in Chief

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MEGA MAN 4®

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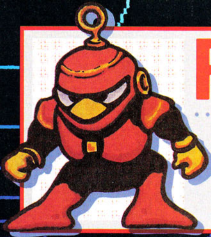
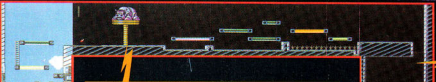
DR. COSSACK MOUNTS AN ATTACK

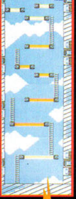
The battles of the blue bomber continue in the fourth NES installment of the awesome Mega Man series from Capcom. This time, there's a new villain gumming up the works of Mega Man's utopian world. His name is Dr. Cossack and it looks like he's learned a lot from Dr. Wily's near misses. Cossack has dreamed up eight new robot leaders to smash Mega Man and he's created a huge fortress that rivals Wily's Skull Castle in size and ingenuity. Take on the robot leaders in any order. Then fight your way to the evil doctor and get ready for some mega surprises!

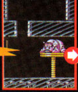


RING MAN

My domain is one of the most trap-packed areas that you'll ever encounter, Mega Man. My trick platforms will disappear under your meddling mechanical feet, my Saturn Seekers will knock you into oblivion and my Ring Boomerang will send you spinning!

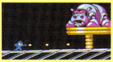




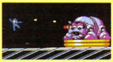


LOWER THE HIPPO

The Hippo Launcher sends out Missiles from its high perch. Blast the segments of the pole and hit the Hippo when it comes down to Earth.



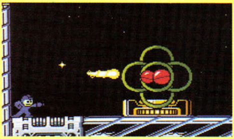
Mega Bust the segments of the Hippo Launcher's platform.



Hit the Hippo with a Buster barrage when it's within reach.

BUST THE SPRING KING

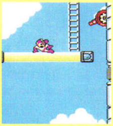
Dr. Light has tuned up Mega Man's main weapon. This Mega Buster can send out a mighty blast when it's powered-up. Hit the Spring King with three big Mega Buster blows and it'll break.



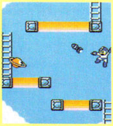
Power-Up and hit the Spring King when you see its eyes.

CLIMB AND CONQUER

The platforms in this area will move out of the way as soon as you touch them. Slide across them for speed.



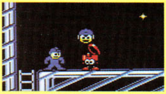
Slide across the platforms to avoid dropping.

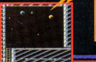


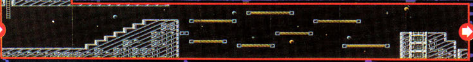
Saturn Seekers aim to knock you off.

MEET FLIPTOP

Mega Man's new mechanoid pal, Fliptop, hides out in enemy territory with Power-Ups and extra energy. Meet him here.

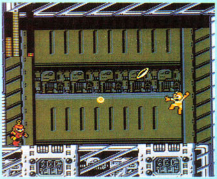


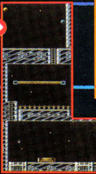


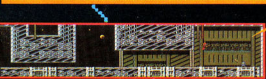


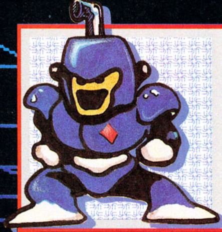
RING MAN

The ring leader of this stage hits hard with his Ring Boomerang. Counter with the Pharaoh Shot if you have it and he'll be history. If you're out of Pharaoh Shot power, hit him with your Mega Buster.



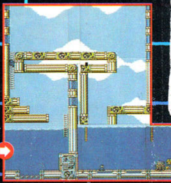


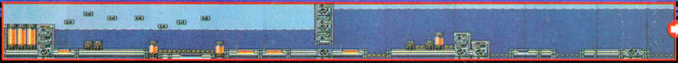


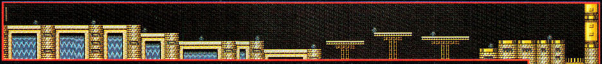


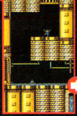
DIVE MAN

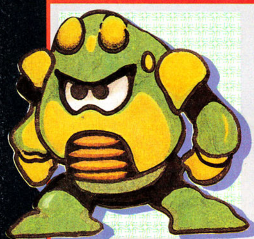
My water world will prove to be your last battleground. Prepare for the dangers of the deep and I'll meet you at the bottom. Once you get your rusty works into my den, I'll come at you with my powerful Torpedo Attack and mecha-wimp seeking Missiles. Give up Mega Man. You're out-gunned.





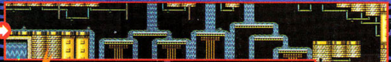


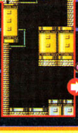




TOAD MAN

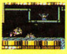
The elements are on my side, mega fool. The wind, rain and water currents in my high-tech hideout will knock you down, then my sewer dwellers and Bomber Snails will send you reeling. If you survive that onslaught, you'll have a shot at me. I've taken control of Dr. Light's Rush Marine Adaptor and if you can get past me, you'll be able to use it to clear water-filled areas. But don't count on a victory. I'm armed with the Rain Flush and I'm ready to wash you out!





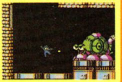
RUNNING WATER AND ROBO RATS

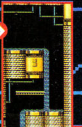
The current pulls you to the edge quickly in this area. Work against the water, then hit the Robo Rats and other sinister slimes with your Mega Buster. If they hit you first, you may get knocked into the muck below.

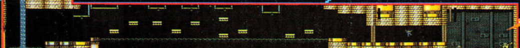


SINK THE BOMBER SNAILS

Toad Man has planted two huge Bomber Snails in his hideout. They'll react to your shots when their eyes are open. Avoid the blast of the bombs that they lob your way and wait for the right moment to hit 'em.

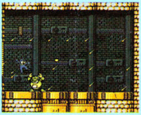


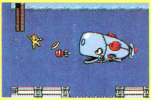




TOAD MAN

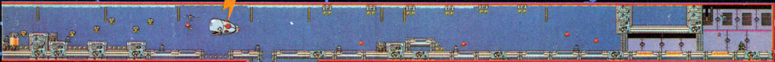
If you can keep Toad Man busy, he won't have time to activate the Rain Flush. Stay on the ground and blast him. Then, when he jumps in your direction, slide out of the way, turn and fire!

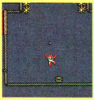




FIRE 'EM UP!

This behemoth fires Missiles and calls in depth charges. Avoid these explosives and fire off your own blasts.

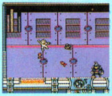




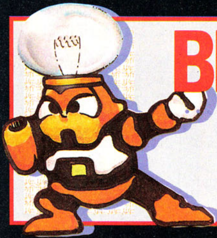
WIRE

Dive into the hole to retrieve the special lifting Wire.

DIVE MAN

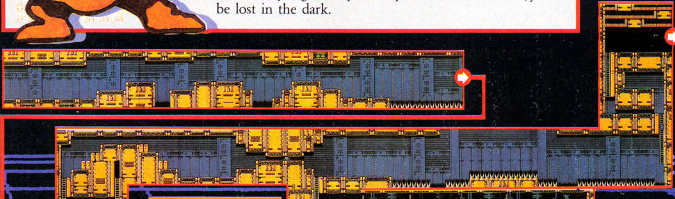


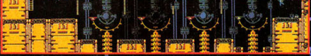
This master of the deep charges with a low and fast Torpedo Attack. Jump out of the way and hit him from the other side when he stops.



BRIGHT MAN

Don't be a dimwit, Mega Man. My brilliance is much too much for you to bare. It's a pity that we probably won't cross wires since my Bulb Blasters are quite capable of burning you out before you get to my den. If you dare to break them, you'll be lost in the dark.

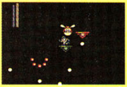




FILL 'ER UP

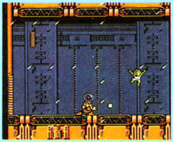
After your bout with the Bulb Blasters and your ride on the Spike Hoppers, you'll be ready for a refill. Climb the ladder on the right to claim an Energy Pellet.

WATCH THE LIGHTS

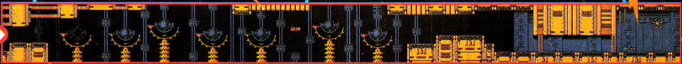


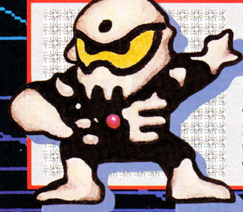
If you break the Bulb Blasters, you'll lose light. Avoid them instead.

BRIGHT MAN



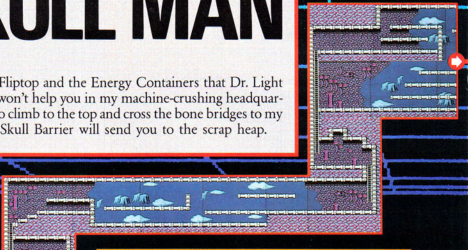
The dazzling Bright Man will attempt to halt you with his Flash Stopper and stomp you when you're frozen. If you hit him with Toad Man's Rain Flush though, you'll turn out his lights with seven torrential blasts.

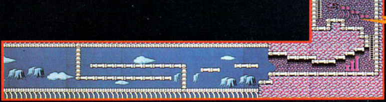




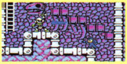
SKULL MAN

That meddling Fliptop and the Energy Containers that Dr. Light has left behind won't help you in my machine-crushing headquarters. I dare you to climb to the top and cross the bone bridges to my den, 'cause my Skull Barrier will send you to the scrap heap.

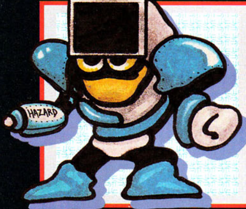




BUST THE BONE TOSSER

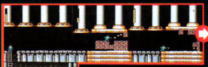


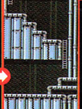
Bone Tossers can survive most weapons that you use against them. Power-up your Mega Buster, and you'll send this one a shock that will scatter its bones.

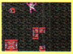


DUST MAN

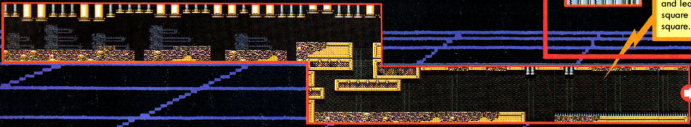
Wait until you get a load of my fortress. Every inch is set with traps designed to compress you into the chunk of scrap metal that you are. I'm especially proud of the crushing Pistons and the Mechabits that pop out of every hole. You're dust, Mega Man.

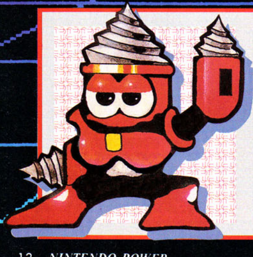






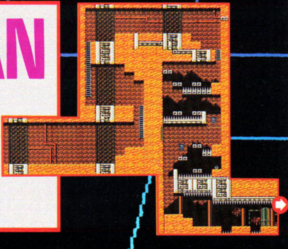
Prop Tops come out in force here. Hit them quickly and leap from square to square.



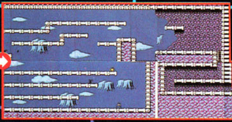


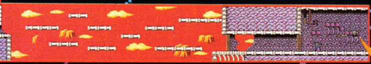
DRILL MAN

There's little chance that you'll survive the blows of my Boulders, Mega Man. And, even if you manage to limp away from this crushing encounter, I'll be waiting for you with my Drill Bombs and underground attack. You'll never get Wily's Rush Jet!

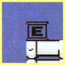


MEGA MAN 4





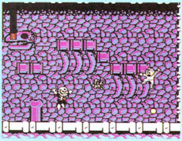
ENERGY COLLECTION



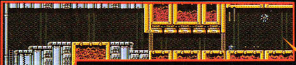
There is a total of five Energy Containers hidden throughout the eight robot leader stages. Two of them are in this small area. Collect them and move on!

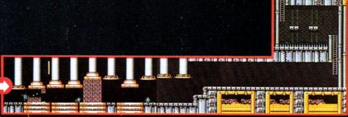
SKULL MAN

This skeletal robot protects himself with the awesome Skull Barrier. Run from him while this circle of skulls is around him. Then open fire when he drops his shield. The Dust Crusher does wonders against this creep.



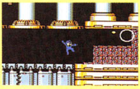
Keep your distance from Skull Man and hit him with the Dust Crusher.





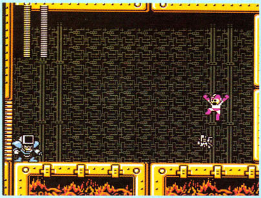
PASS THE PISTONS

Pistons attempt to crush you in this long hall. Clear away the blocks between the Pistons and the floor, from top to bottom and slide through the narrow areas.

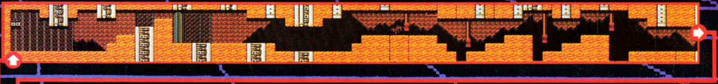


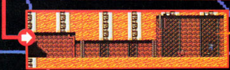
Blast and slide your way past the Pistons.

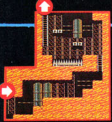
DUST MAN



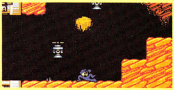
Dust Man sucks you in with vacuum power and attacks with the exploding Dust Crusher. Run away when he's pulling you, then jump straight up as the Dust Crusher comes in and explodes. Power-up the Mega Buster while you're avoiding this attack and let him have it when he stops.







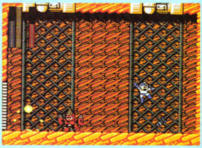
SLIDE BY BOULDERS



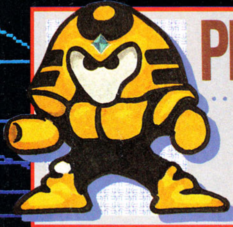
Boulders drop from the tubes here. Slide past them and you won't be crushed.

DRILL MAN

Drill Man dives into the ground and pops up near you. He then sends out exploding Drill Bombs. Jump repeatedly while he's underground so that you'll be in the air when he surfaces. Then hit him with a powered-up Mega Buster or Dive Missiles.



Avoid the harmful Drill Bombs and fire back at Drill Man when you have a clear shot.

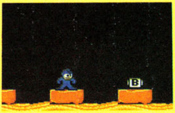


PHARAOH MAN

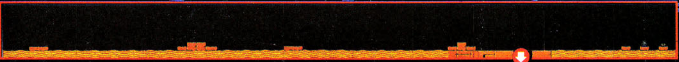
Prepare yourself for a hot battle in my desert headquarters, Mega Goon. The sting of my Electro Scorps is strong and the wrath of my Mummy Maulers is magnificent! I've instructed them to stop you from entering my den but, if they fail, I'll be waiting for you with my Pharaoh Shot!

BALLOON ADAPTOR

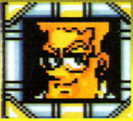
Leap over the entrance to the underground and move on to collect this buoyant device.



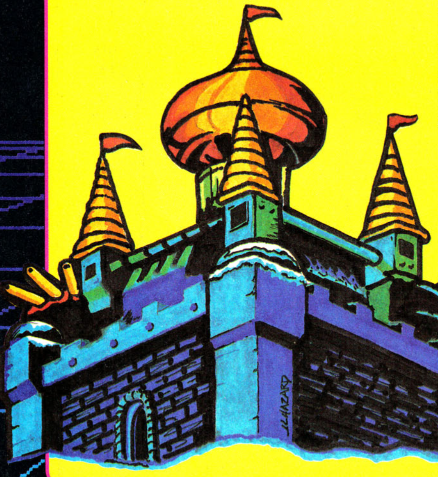
The Balloon Adaptor will allow you to create balloon-like platforms.

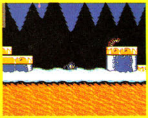


COSSACK CASTLE

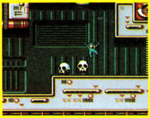


The four stages of Dr. Cossack's snowbound castle are in a mysterious setting of onion domes and mechanoids. This reclusive genius has not been heard of before, so there's no telling what kinds of traps he's set for the ambitious hero. You'll meet plenty of familiar robots and some new surprises too. Try to go in with as many Energy Containers as you can find and take it one step at a time.

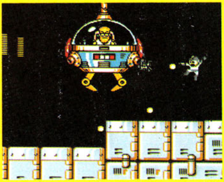




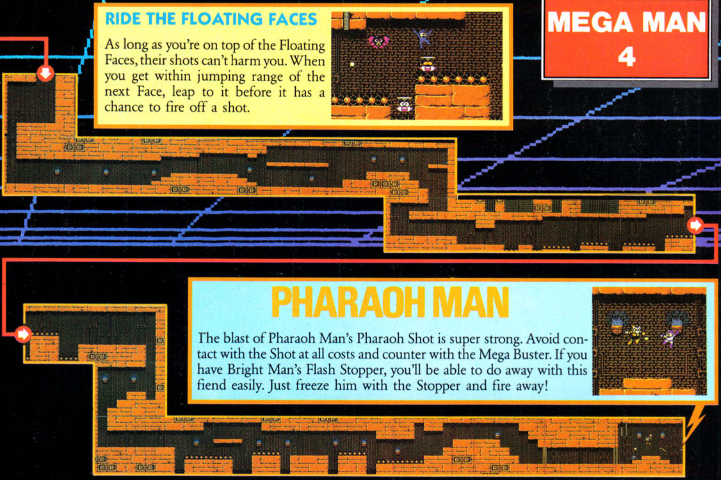
Hop through a snowy field on your approach.



Take on the strange Skull guards deep in the castle.



Face off with the creator of this mechanical mayhem and try to escape from the crushing Pinchers of his machine.



RIDE THE FLOATING FACES

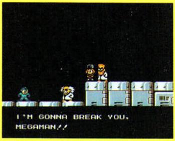
As long as you're on top of the Floating Faces, their shots can't harm you. When you get within jumping range of the next Face, leap to it before it has a chance to fire off a shot.

PHARAOH MAN

The blast of Pharaoh Man's Pharaoh Shot is super strong. Avoid contact with the Shot at all costs and counter with the Mega Buster. If you have Bright Man's Flash Stopper, you'll be able to do away with this fiend easily. Just freeze him with the Stopper and fire away!

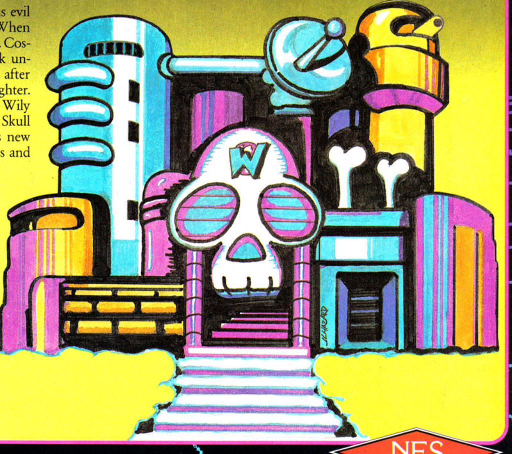
WILY WAITS!

It's true! Dr. Wily was behind this evil plot from the very beginning. When you finally come to terms with Dr. Cossack, you'll find out that Cossack unwillingly conceded to Wily's plan after Wily kidnapped Cossack's daughter. Now, the journey to take down Wily begins again. A new, improved Skull Castle awaits. You'll come across new droids, clones of the robot leaders and the real evil genius in a contraption designed to destroy Mega Man once and for all.



I'M GONNA BREAK YOU, MEGAMAN!!

Once Cossack is defeated and his daughter is saved, the real villain behind this scheme is revealed.



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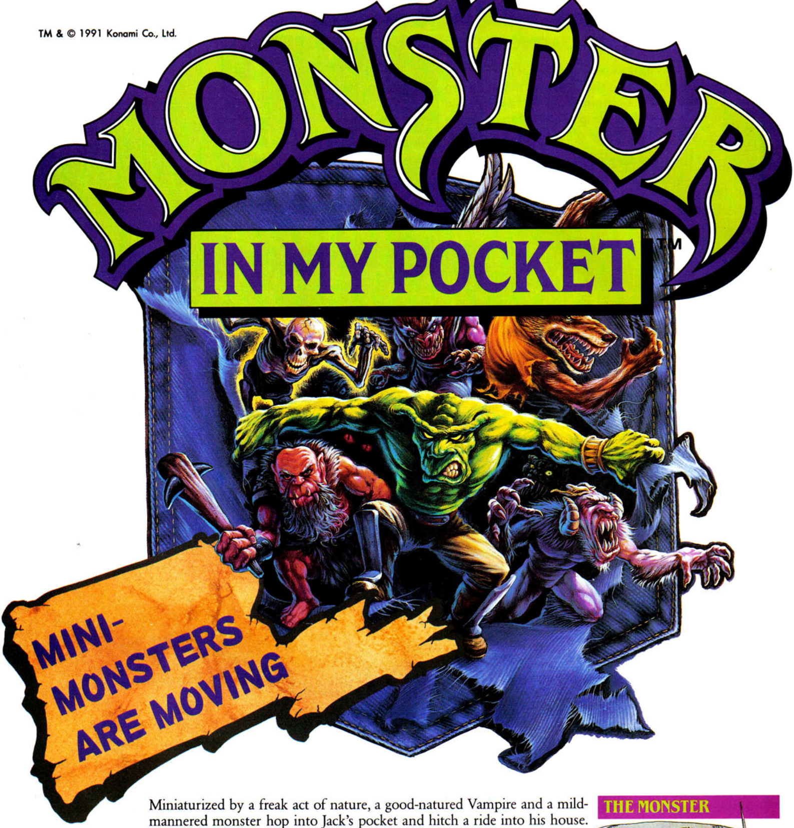
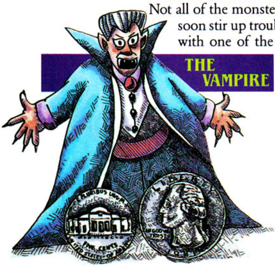
MONSTER IN MY POCKET™



MINI-MONSTERS ARE MOVING

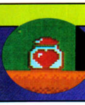
Miniaturized by a freak act of nature, a good-natured Vampire and a mild-mannered monster hop into Jack's pocket and hitch a ride into his house. Not all of the monsters-made-mini are kind, though, and other tiny terrors soon stir up trouble. This new adventure from Konami comes complete with one of the creepy little collectibles!

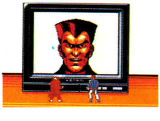


THE VAMPIRE

HAVE A HEART

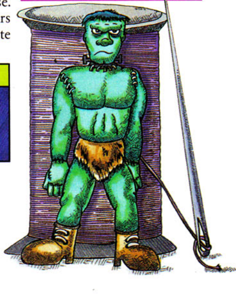
When mean mini-monsters invade, it's up to the Vampire and Monster to clean house. Begin battling the bad guys with three monster lives and replenish your energy with Heart Jars.





We interrupt this program with a message from your local Warlock. His mean minions are on the move—in your own house!

THE MONSTER

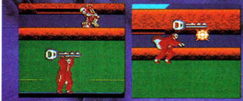


DO THE MONSTER MASH

MONSTER IN MY POCKET

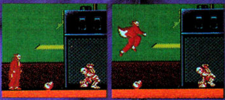
The only way to stop the flow of mad monsters is to find and defeat their master and head henchman, the Warlock. Either fight every foe you find to rack up points—and extra lives—or take the roads less traveled to avoid major monster damage. First, master your methods of attack and evasion.

HEAVE HO



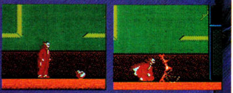
Use the massive Keys and Bolts as weapons. Kneel, then press B to pick them up. Release B to carry them, and press B again to throw them at monsters above and below.

QUICK JUMP



Press B to jump. A regular jump will take you high enough to land on low ledges. You can also jump up to hit low-flying enemies. Press Down and B to jump down stairs.

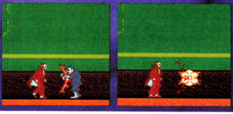
KNEEL



Your Monster can kneel quickly to avoid fire. It's also useful to kneel and bash enemies approaching on a low line, and you can even kneel to smash the Skulls that Skeletons roll at you. It's a good evasive technique.

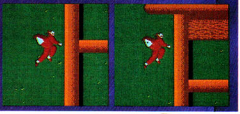
MONSTER SMASH

Most of your attacks will be straightforward, bare-handed brawls. You can eliminate many monsters with a single jab, but others take multiple hits. Defeating the level bosses requires many well-timed and well-aimed hits.



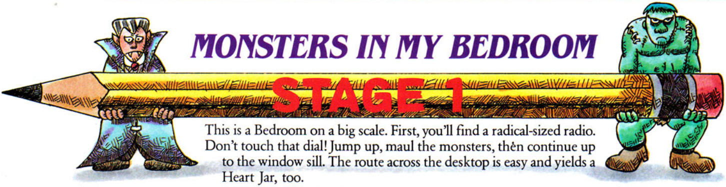
DOUBLE JUMP

You can reach landing sites that are usually out of range by doing a Double Jump. Press A to jump, then when you're at the highest point of a regular jump, press A again. You'll continue up and be able to reach higher ground.

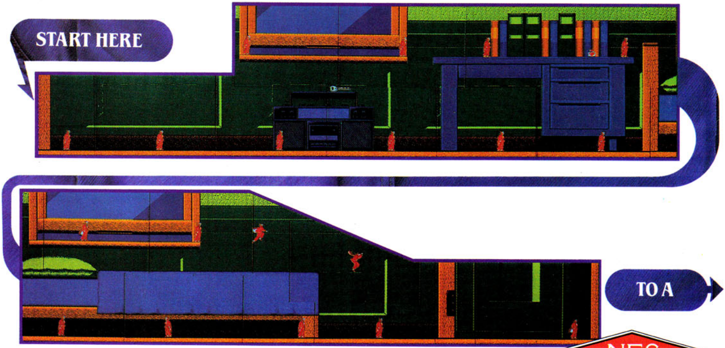


MONSTERS IN MY BEDROOM

STAGE 1

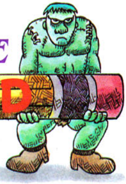


This is a Bedroom on a big scale. First, you'll find a radical-sized radio. Don't touch that dial! Jump up, maul the monsters, then continue up to the window sill. The route across the desktop is easy and yields a Heart Jar, too.

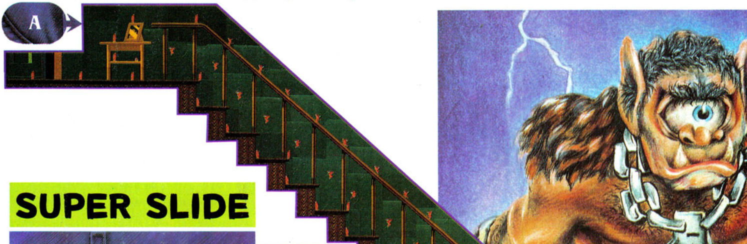


MONSTERS ON MY STAIRCASE

STAGE 1 CONTINUED

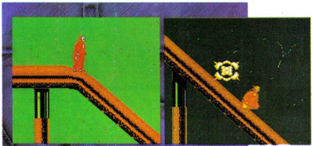


You can go down the Staircase steps and build up points by mashing monsters, but it's always more fun to slide down the Bannister! Jump onto the table, then bound from the frame to the railing. Press Down to start your sliding descent.



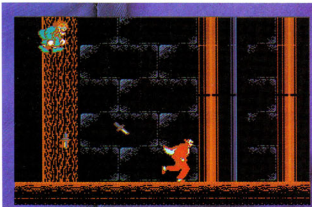
TO SPRING-HEELED JACK

SUPER SLIDE



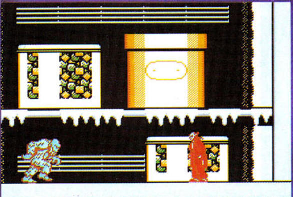
When you build 500 points, you earn an extra life. To earn each additional life, you must collect 2000 points. The trip down the steps gives you more opportunity to score, but it's also more dangerous. At the top of the Bannister you'll fight some Beasts and a Winged Panther. As soon as you begin your slide, though, you'll be invincible and able to just knock enemies off the rail!

SPRING-HEELED JACK



Jack springs high into the air and tosses out deadly daggers. You have to avoid the falling knives while you get your licks in. Try to corner Jack and hit him until he keels over. That will clear the stage and let you move on to the Kitchen, where other monsters are running loose.

BIGFOOT

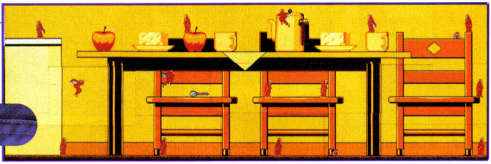


You're in for a chilly reception from this iceman. He throws a freeze spell and charges when you hit him. Melt him down without taking any damage yourself by using double jumps. Hit him in the back, jump over him as he charges, then immediately jump again to avoid the freeze spell.

MONSTERS AT MY TABLE

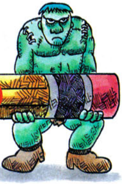
STAGE 2

Ogres, Rocs, Goblins, Ghosts and Ghouls are running rampant in the Kitchen. Clear out the area under the Table, then jump onto the back of the chair to reach the Tabletop. Watch out for flying sugar cubes! They're dangerous to mini-monsters.

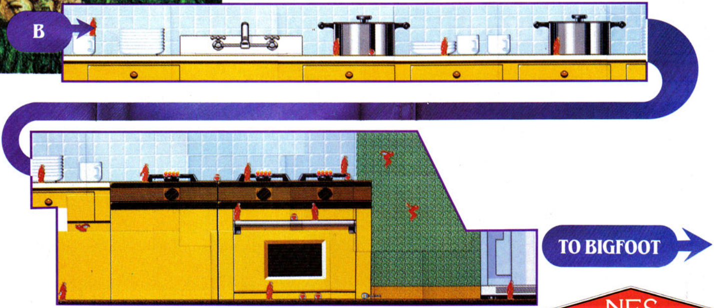


MONSTERS ON MY COUNTERTOP

STAGE2 CONTINUED

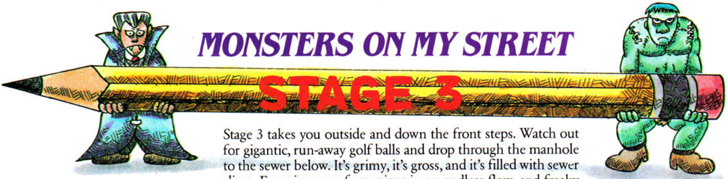


You'll start by the sink, then move on to the stovetop. There you have a choice of routes. The upper route has Ogres, Ghosts and three Heart Jars. The lower route, which has two Heart Jars, is easier.

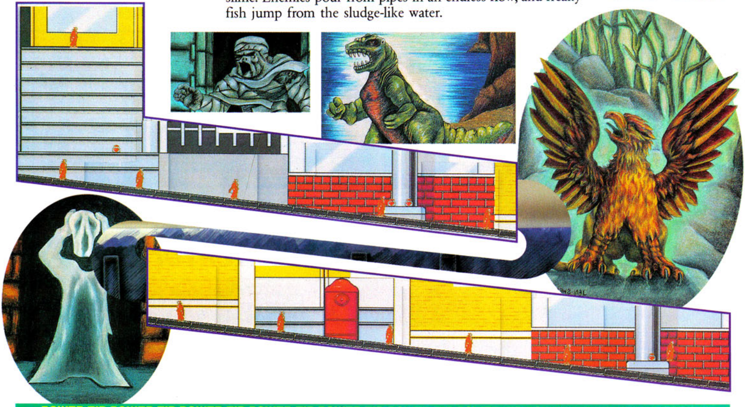


MONSTERS ON MY STREET

STAGE 3



Stage 3 takes you outside and down the front steps. Watch out for gigantic, run-away golf balls and drop through the manhole to the sewer below. It's grimy, it's gross, and it's filled with sewer slime. Enemies pour from pipes in an endless flow, and freaky fish jump from the sludge-like water.

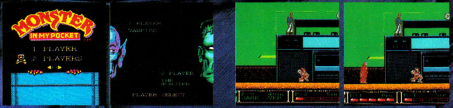


POWER TIP POWER TIP POWER TIP POWER TIP POWER TIP POWER TIP POWER TIP POWER TIP POWER TIP POWER

DOUBLE YOUR MONSTER MIGHT

2-PLAYERS TIPS

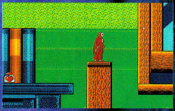
With two players, you'll have twice as much fire power, and when you lose your last life, you can press Select to take an extra one from your partner. Stay together so you can scroll into scenes at the same time.



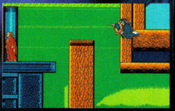
PACE YOURSELF

DON'T RUSH IT

If you scroll forward too quickly, you run the risk of missing important places and things. You can't scroll back.



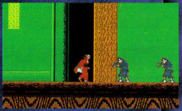
Once you've passed an item and the screen scrolls ahead, it's gone. Slow down to look for Heart Jars, Bolts and Keys.



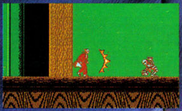
AVOID THE CROWDS

INCH INTO THE ACTION

Even though the maniac monsters are tiny, some rooms are really crowded. You don't have to meet everyone at once.



Stop. Wait for the monster to near. Strike, then move on slowly. Stop as soon as another one enters on the left.



POWER TIP POWER TIP POWER TIP POWER TIP POWER TIP POWER TIP POWER TIP POWER TIP POWER TIP POWER

MONSTERS DOWN THE DRAIN

STAGE 3 CONTINUED

It's down, down, down to the seedy side of the street. The first enemies you meet come marching out of the pipes, one after the other. You could stand there all day fighting them, but a few well-timed Double Jumps will take you safely to the next area.

MONSTER ROSTER

ZOMBIE

10 Points. This deadhead shuffles along in a trance, stumbling into whatever is in his way. He's not so tough, though. Hit him once as he approaches.

SKELETON

5 Points. Heads roll when he's after you! The Skeleton is a bad bucket of bones who likes to bowl—with Skulls. Either sock them or jump them.

HUNCHBACK

5 Points. Though he appears only briefly in the game, he springs from nowhere to make surprise attacks. Watch for his sudden appearance in the bedroom.

WINGED PANTHER

5 Points. Watch out! These winged warmongers hover above, then suddenly dart in with stunning speed. Be ready to defend yourself with a quick punch.

WITCH

5 Points. These Witches have wicked disappearing acts that keep you wondering where they'll be next. Avoid the deadly rings of light that they throw.

ROC

10 Points. Carrying huge eggs, Rocs fly overhead ready to drop their soft-boiled bombs on hapless mini-monsters. Jump and punch to get them both.

GHOST

10 Points. Floating visions, Ghosts follow persistently. Be sure to attack when they come near. If you just pass them by, they'll return to haunt you.

GOBLIN

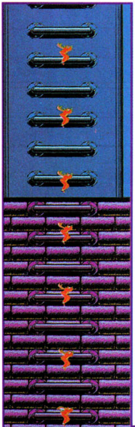
10 Points. Although they hang out in the sugar bowl, pesky Goblins aren't sweet-tempered. In the kitchen, they wait to hurl huge sugar cubes at you.

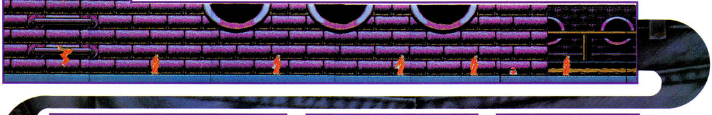
CEREBUS

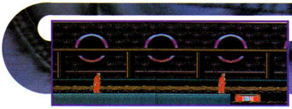
10 Points. A mad hound with a stealth attack, Cerebus is a four-footed fiend. His bark isn't as bad as his bite, so shut his yap before he attacks.

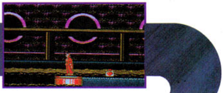
TRITON

20 Points. What kind of foul fish are these? They're poison to you, so steer clear. Don't let them knock you into the sludge when they jump and attack.

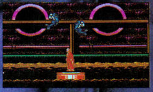








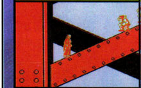
HITCH A RIDE



The bobbing can will ferry you across. Climb aboard and watch out for the jumping Tritons. There's no lifeguard on duty here, so don't take a dive.

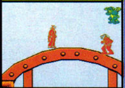
MORE MINIS TO COME

STAGE 4



There's danger ahead in Towering Catastrophe. Don your hard hat and head for the construction site. Climb the girders to meet head honcho Gremlin.

STAGE 5

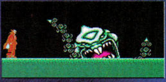


Will the real Medusa please stand up? Medusa is the elusive master of illusion, and she's somewhere in the Oriental Palace, just past the guards.

STAGE 6

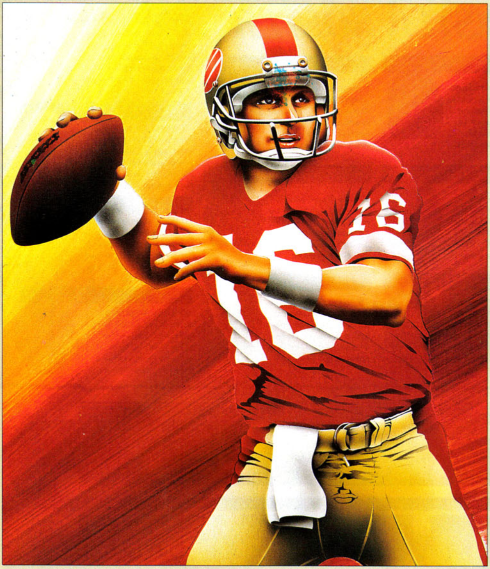
It's the last battle at Monster Mountain. You've bested all of the stage bosses once, but can you do it again—and then take on their vile leader?

KRAKEN



With terrible tentacles flailing, Kraken is a scary sight. Don't start shaking in your boots, though. Be patient. When he emerges, stand clear and wait until the right tentacle disappears, then jump in, hit, and jump out. Repeat to get in some shots just before the awful octo submerges.

TECMO® SUPER



Tecmo Bo
A Super

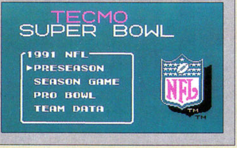
One of the most popular sports games ever produced for the NES has finally inspired a sequel! Tecmo Super Bowl updates the classic Tecmo Bowl with more teams, more plays, more stats

The 49ers In A Down

The San Francisco 49ers squeaked by with a 14-7 victory over the AFC Champion Miami Dolphins in yesterday's exciting end to the 1991 NFL season. Joe Montana and Jerry Rice justified their starting positions in the upcoming Pro Bowl by connecting for 135 of San Francisco's 153 passing yards. Rice scored both 49er touchdowns. The win went to San Francisco despite a convincing last minute effort by Dan Marino and his determined Dolphins to take the game into overtime.

Set Up The Ultimate Challenge

Tecmo Super Bowl's three settings allow you to test your playing abilities in a single game or an entire season. In the preseason, you can pit any two teams against each other. Season games allow you to take the team(s) of your choice through their 1991 schedule(s), saving season progress on the Game Pak's battery backup. The Pro Bowl assembles the best players in the NFL for a final showdown of skill and finesse. All games can be played against the computer or another player.



TECMO
SUPER BOWL
1991 NFL
▸PRESEASON
SEASON GAME
PRO BOWL
TEAM DATA

TM & © TECMO, LTD. 1991

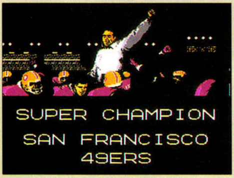
BOWL™

wl Fans Cheer For Realistic Sequel

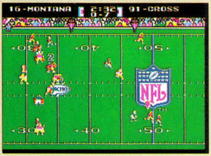
and more fantastic cinema scenes. You can take charge of any or all of the 28 actual NFL teams and guide them through their 1991 schedules. If you're good enough, you can change history and take an underdog squad through the NFL championships to a Super Bowl victory! This report on the game recaps a Tecmo Super Bowl championship season for the San Francisco 49ers.

Are Victorious -To-The-Wire Game!

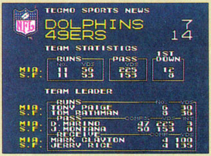
1992 TECMO SUPER BOWL CHAMPIONS



The San Francisco 49ers celebrate their 14-7 Tecmo Super Bowl victory over the Miami Dolphins. The win capped off a brilliant 13-3 championship season.



Joe Montana passes to Jerry Rice for a 33 yard gain to set up the second San Francisco touchdown.



```
TECMO SPORTS NEWS
DOLPHINS          7
49ERS            14
TEAM STATISTICS
                                 1ST
      RUNS          PASS         DOWN
      NO.  YDS      YDS
MIA.  11   56       225          12
S.F.  11   53       153          8
TEAM LEADER
      RUNS                       NO.  YDS
MIA.  TONY PAIGE                  6   30
S.F.  TOM RATHMAN                 8   36
      PASS               COMP%  YDS  INT
MIA.  D.MARINO             47   225   3
S.F.  J.MONTANA            50   153   0
      RECEIVE                  COMP  YDS
MIA.  MARK CLAYTON                4  100
S.F.  JERRY RICE                  4  135
```

The 49ers were victorious despite the Dolphins' impressive yardage totals on the ground and in the air.

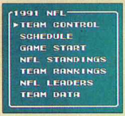
The NFL On The NES

While the original Tecmo Bowl featured actual player rosters of 12 teams in NFL cities, Tecmo Super Bowl brings the entire NFL to the NES. All 28 teams are represented with team helmets, names and their 30 top players. The abilities of the Tecmo Super Bowl players mirror the abilities of their real life counterparts.

SAN FRANCISCO
49ERS
LOS ANGELES
RAIDERS

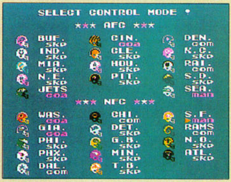
Take Your Team To The Tecmo Super Bowl!

Once you've had a few preseason scrimmages, you'll be ready to start the season. You can control any or all of the 28 teams. With the hands-on approach you move key players, while the coach mode allows you to call in plays from the sidelines. You can also choose to watch computer-controlled games or skip over them and catch the highlights.



```
1991 NFL
▸TEAM CONTROL
 SCHEDULE
 GAME START
 NFL STANDINGS
 TEAM RANKINGS
 NFL LEADERS
 TEAM DATA
```

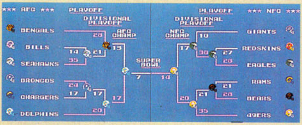
The regular season menu allows you to change team control, check the schedule and keep track of stats.



```
SELECT CONTROL MODE ?
         *** AFC ***
BUF.       CIN.       DEN.
  skp        coa        com
IND.       CLE.       K.C.
  skp        skp        skp
MIA.       HOU.       RAI.
  skp        skp        com
N.E.       PIT.       S.D.
  skp        skp        skp
JETS                  SEA.
  coa                   man
         *** NFC ***
WAS.       CHI.       S.F.
  coa        com      ▸ man
GIA.       DET.       RAMS
  coa        skp        com
PHI.       G.B.       N.O.
  skp        skp        skp
PHX.       MIN.       ATL.
  skp        skp        skp
DAL.       T.B.
  com        skp
```

You can control any of the teams in the NFL. Choose "man" to get into the action or choose "coa" to coach your team from the sidelines. You observe the games of "com" teams and skip the games of "skp" teams.

The 49ers Prevail Over Playoff Rivals

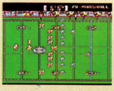


Post season play was vicious with several games decided in the closing minutes. With their 13-3 regular season record, the 49ers were able to sit out the week of wild card games and ensure that their playoff games would be on their home field. Their Divisional Playoff game against the Chicago Bears found the 49ers in top form. They took to the air and scored with five touchdown passes. The NFC Championship Game was decided with a last minute Roger Craig touchdown.

1st Week

A Kicker's Battle

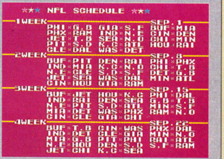
Mike Cofer of the 49ers and Matt Bahr of the Giants attempted three field goals each in the first regular season game. Cofer scored with all three but Bahr's second attempt veered right.



Cofer split the uprights with a 47-yarder in the 49er's 9-6 victory over the New York Giants.

The Schedule

By looking at the schedule, you can prepare for big games. All games involving "com" teams or teams that you control will be shown in their entirety.



```
    ★★★ NFL SCHEDULE ★★★
-1WEEK--------------------------SEP.1---
      PHI×G.B  GIA×S.F  BUF×MIA
      PHX×RAM  IND×N.E  CIN×DEN
      JET×T.B  SEA×N.O  CHI×MIN
      PIT×S.D  K.C×ATL  HOU×RAI
      CLE×DAL  WAS×DET
-2WEEK--------------------------SEP.8---
      BUF×PIT  DEN×RAI  PHI×PHX
      IND×MIA  K.C×N.O  CHI×T.B
      N.E×CLE  S.D×S.F  DET×G.B
      JET×SEA  WAS×DAL  MIN×ATL
      CIN×HOU  GIA×RAM
-3WEEK--------------------------SEP.15--
      BUF×JET  HOU×K.C  PHI×DAL
      IND×RAI  DEN×SEA  G.B×T.B
      N.E×PIT  S.D×ATL  MIN×S.F
      MIA×DET  WAS×PHX  RAM×N.O
      CIN×CLE  GIA×CHI
-4WEEK--------------------------SEP.22--
      BUF×T.B  CIN×WAS  PHX×DAL
      IND×DET  CLE×GIA  MIN×N.O
      MIA×G.B  PIT×PHI  RAI×ATL
      N.E×HOU  DEN×S.D  S.F×RAM
      JET×CHI  K.C×SEA
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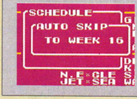


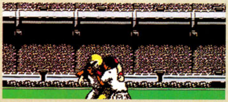
```
SCHEDULE
  AUTO SKIP
    TO WEEK 16
```

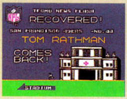
Use Auto Skip to move directly to the games played by the teams that you are following.

5th Week

Rathman Grounded

Running Back Tom Rathman's injury in the second quarter weakened San Francisco's ground attack and contributed to their first loss.





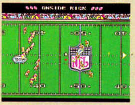
TECMO NEWS FLASH
RECOVERED!
SAN FRANCISCO 49ERS -NO.44
TOM RATHMAN
COMES BACK!
STADIUM

After missing ten quarters of action, Tom Rathman was back in the line-up in the 8th week to take on the Lions.

NFC Championship Game

A Close One

Trailing 17-6 to the Eagles in the fourth, the 49ers scored on a bomb to Brent Jones and brought it in again after a successful onside kick.



With just under two minutes to go in the game, the 49ers executed an onside kick and reclaimed possession.

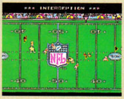
NFC CHAMPION

11th Week

Turnover Troubles

Turnovers occurred for the 49ers and the Saints in a sloppy game where New Orleans finally got the upper hand and gave the 49ers their third loss.

After a stunning catch, Jerry Rice let go of the ball and Vaughan Johnson recovered for the Saints.



The intended Saints receiver didn't make it to the ball in time and Dave Waymer picked up his fifth interception of the season.

Tecmo Super Bowl

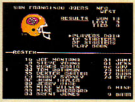
Montana To Rice

The Dolphins dominated in yardage, but they couldn't turn ground gained into points, while Montana and Rice connected for 14.

Joe Montana and Jerry Rice succeed with two touchdown passes for the win.

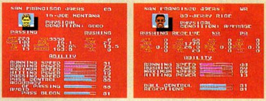
Team Data

At any point in the season, you can take a look at how each team is doing. You can check records, lineups, play books and stats for individual players. If you investigate an upcoming opponent, you can formulate strategies depending on who's hot and who's not. It's the next best thing to watching game films.


SAN FRANCISCO 49ERS
NFC WEST
RESULTS
ROSTER

Player's Data

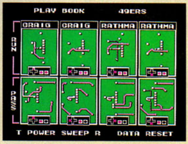
If they're not performing as well as they should, you might want to give the players on your squad a rest. Check out the stats to see how they're doing.


SAN FRANCISCO 49ERS
16-JOE MONTANA
PASSING
RUSHING
ABILITY
80-JERRY RICE
RUSHING
RECEIVE
ABILITY

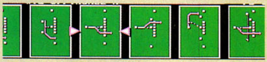
Joe Montana and Jerry Rice both had great seasons.

Play Book

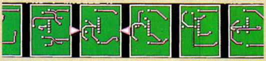
You can employ as many as eight different plays per game. Between games, you'll have a chance to take a look at the defense of your next opponent and rethink your offensive strategy. There is a total of 16 plays to choose from.


PLAY BOOK
49ERS
CRAIG
CRAIG
RATHMAN
RATHMAN
RUN
PASS
T POWER SWEEP R
DATA RESET

Study your next opponent and consider a new offensive strategy for your Play Book.



Running plays involve the quarterback and running backs.

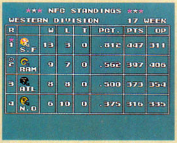


Running backs and wide receivers see action in passing plays.

THE STATS ARE IN

See How You Stack Up

Statistics are available that compare different aspects of every team's game. The most important information is, of course, how the teams are doing in their divisions. You can also see how your offense and defense ranks nationally and check for players that exceed in individual accomplishments.



*** NFC STANDINGS ***

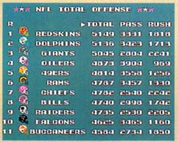
WESTERN DIVISION 17 WEEK

R		W	L	T	PCT.	PTS	OP
1	S.F	13	3	0	.812	447	311
2	RAM	9	7	0	.562	397	406
3	ATL	8	8	0	.500	373	354
4	N.O	6	10	0	.375	316	335

The 49ers dominate the NFC West.

NFL Standings

The divisional race is where all the marbles are if you're hoping to secure a playoff spot. Check the standings for your division often and find out what you can do to take over the top spot.



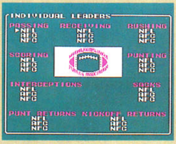
*** NFL TOTAL OFFENSE ***

R		▶TOTAL	PASS	RUSH
1	REDSKINS	5149	3331	1818
2	DOLPHINS	5136	3423	1713
3	GIANTS	5045	2804	2241
4	OILERS	4873	3904	969
5	49ERS	4814	3558	1256
6	RAMS	4787	3457	1330
7	CHIEFS	4782	2540	2242
8	BILLS	4740	2998	1742
9	RAIDERS	4735	2530	2205
10	FALCONS	4625	3465	1160
11	BUCCANEERS	4584	2734	1850

The Skins are an offensive powerhouse.

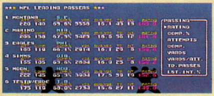
Team Rankings

Statistics list offensive and defensive accomplishments. Check out the numbers for your competition and you may find a weakness which you can exploit in your next meeting.

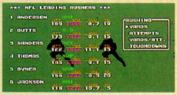

INDIVIDUAL LEADERS
PASSING
▶NFL
AFC
NFC
RECEIVING
NFL
AFC
NFC
RUSHING
NFL
AFC
NFC
SCORING
NFL
AFC
NFC
PUNTING
NFL
AFC
NFC
INTERCEPTIONS
NFL
AFC
NFC
SACKS
NFL
AFC
NFC
PUNT RETURNS
NFL
AFC
NFC
KICKOFF RETURNS
NFL
AFC
NFC

NFL Leaders

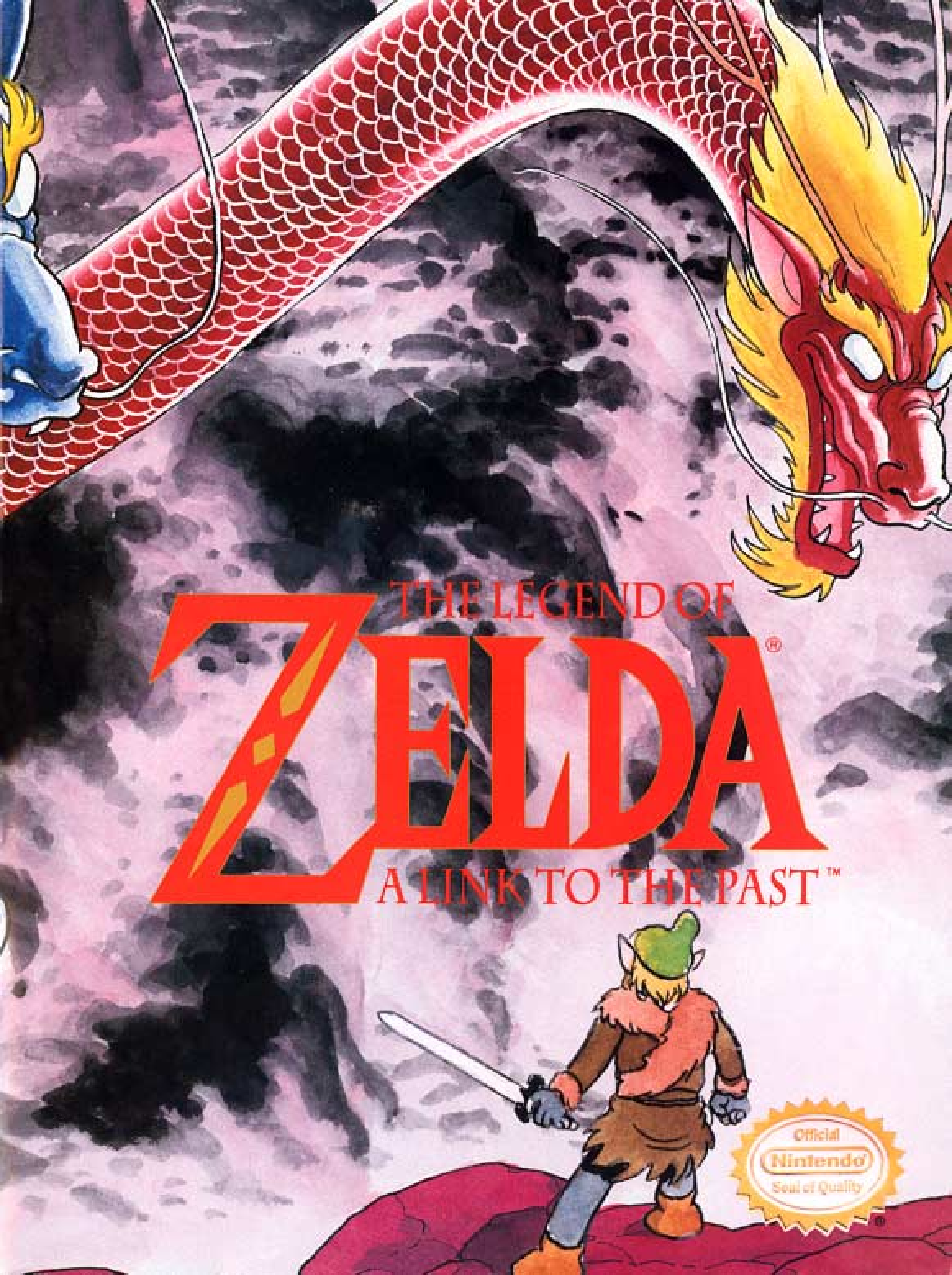
Some of your players may top the lists of individual talents. Access this list for NFC, AFC and combined NFL rankings. You may also see who you'll have to shut down in competing squads.


*** NFL LEADING PASSERS ***
1 MONTANA
2 MARINO
3 EAGLES
4 SIMMS
5 MOON
6 TESTAVERDE
PASSING
▶RATING
COMP.%
ATTEMPTS
COMP.
YARDS
YARDS/ATT.
TD.PASSES
LST.INT.%

Joe Montana barely edges Dan Marino in the category of NFL passers. Total yards is the most important stat.


*** NFL LEADING RUSHERS ***
1 ANDERSON
2 BUTTS
3 SANDERS
4 THOMAS
5 BYNER
6 JACKSON
RUSHING
▶YARDS
ATTEMPTS
YARDS/ATT.
TOUCHDOWNS

No one can touch Neal Anderson when it comes to yards per carry and total touchdowns.


THE LEGEND OF
ZELDA®
A LINK TO THE PAST™
Official
Nintendo®
Seal of Quality

THE LEGEND OF ZELDA®
A LINK TO THE PAST™

Story and illustration
Shotaro Ishinomori

Copywriter
Dan Owsen

Nintendo®

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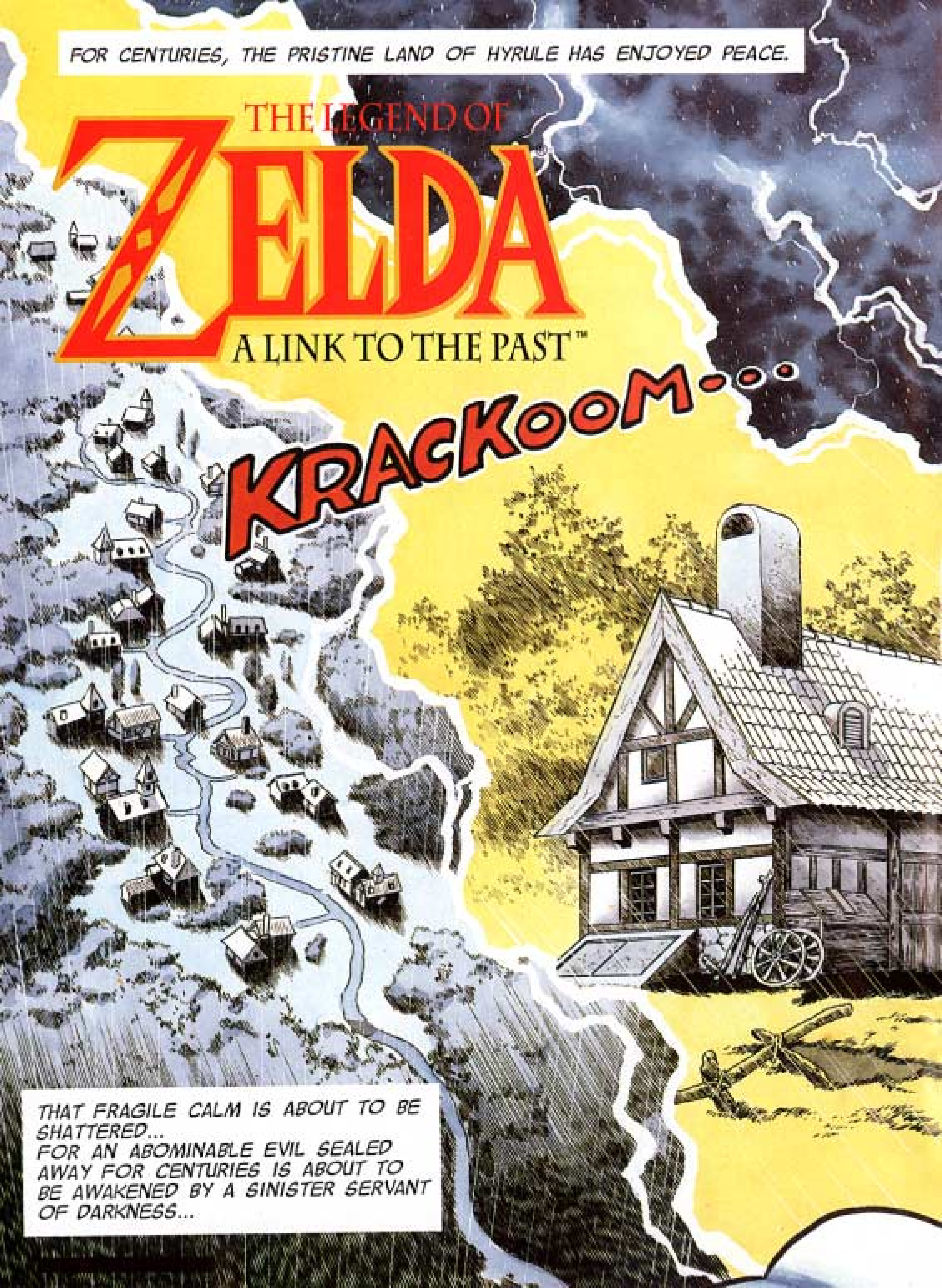
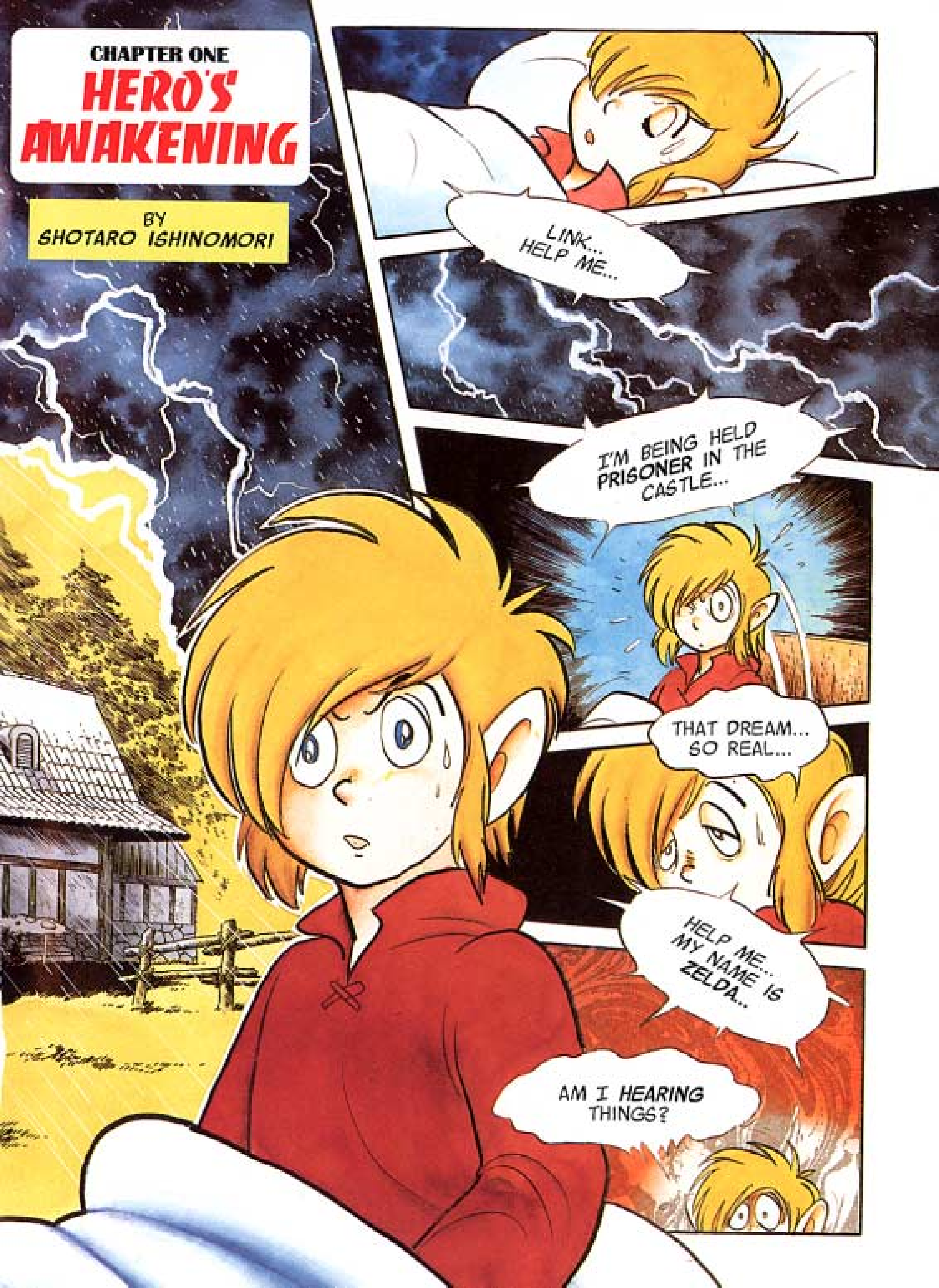
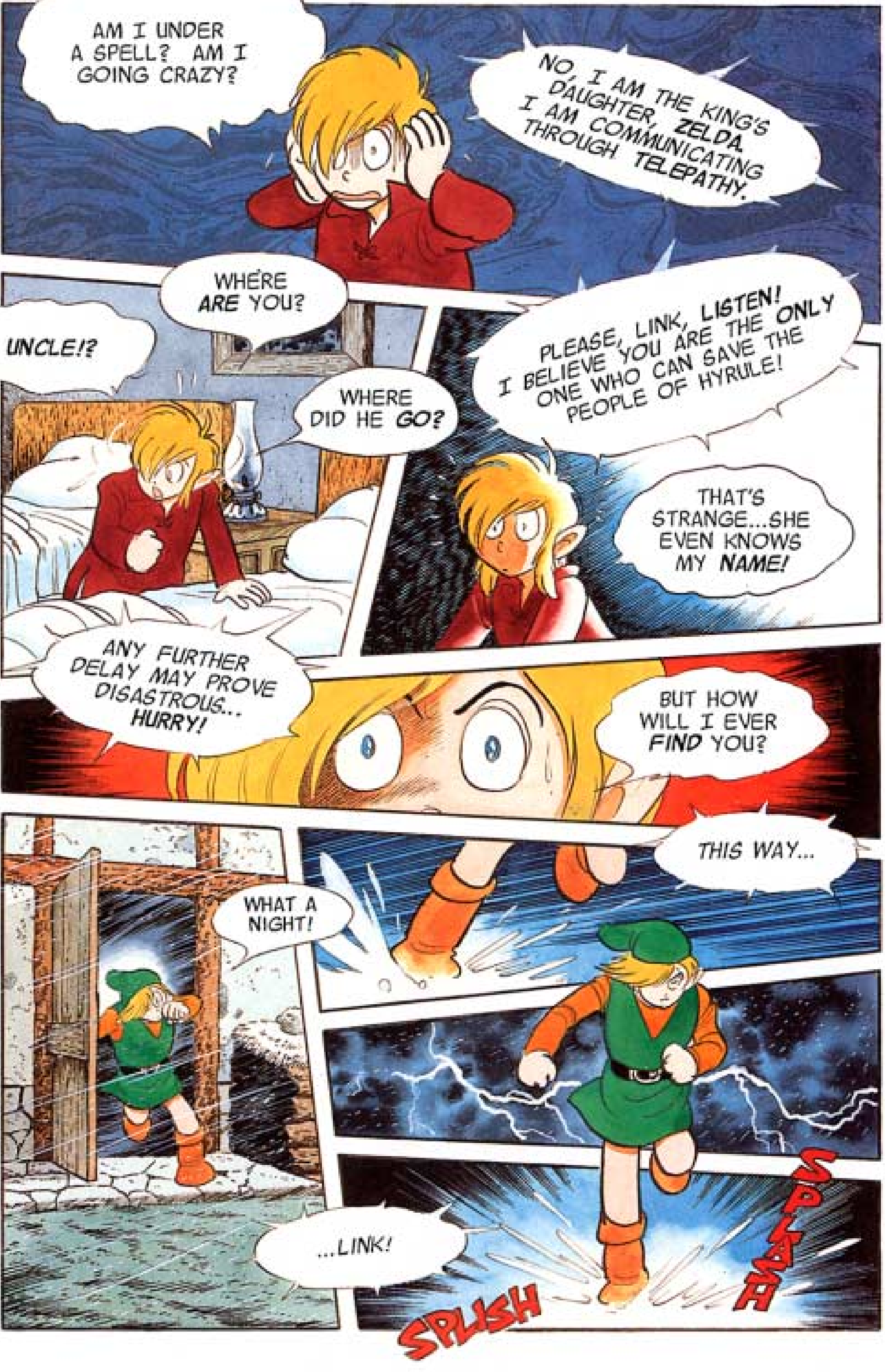

FOR CENTURIES, THE PRISTINE LAND OF HYRULE HAS ENJOYED PEACE.
THE LEGEND OF
ZELDA
A LINK TO THE PAST™
KRACKOOM...
THAT FRAGILE CALM IS ABOUT TO BE SHATTERED...
FOR AN ABOMINABLE EVIL SEALED AWAY FOR CENTURIES IS ABOUT TO BE AWAKENED BY A SINISTER SERVANT OF DARKNESS...

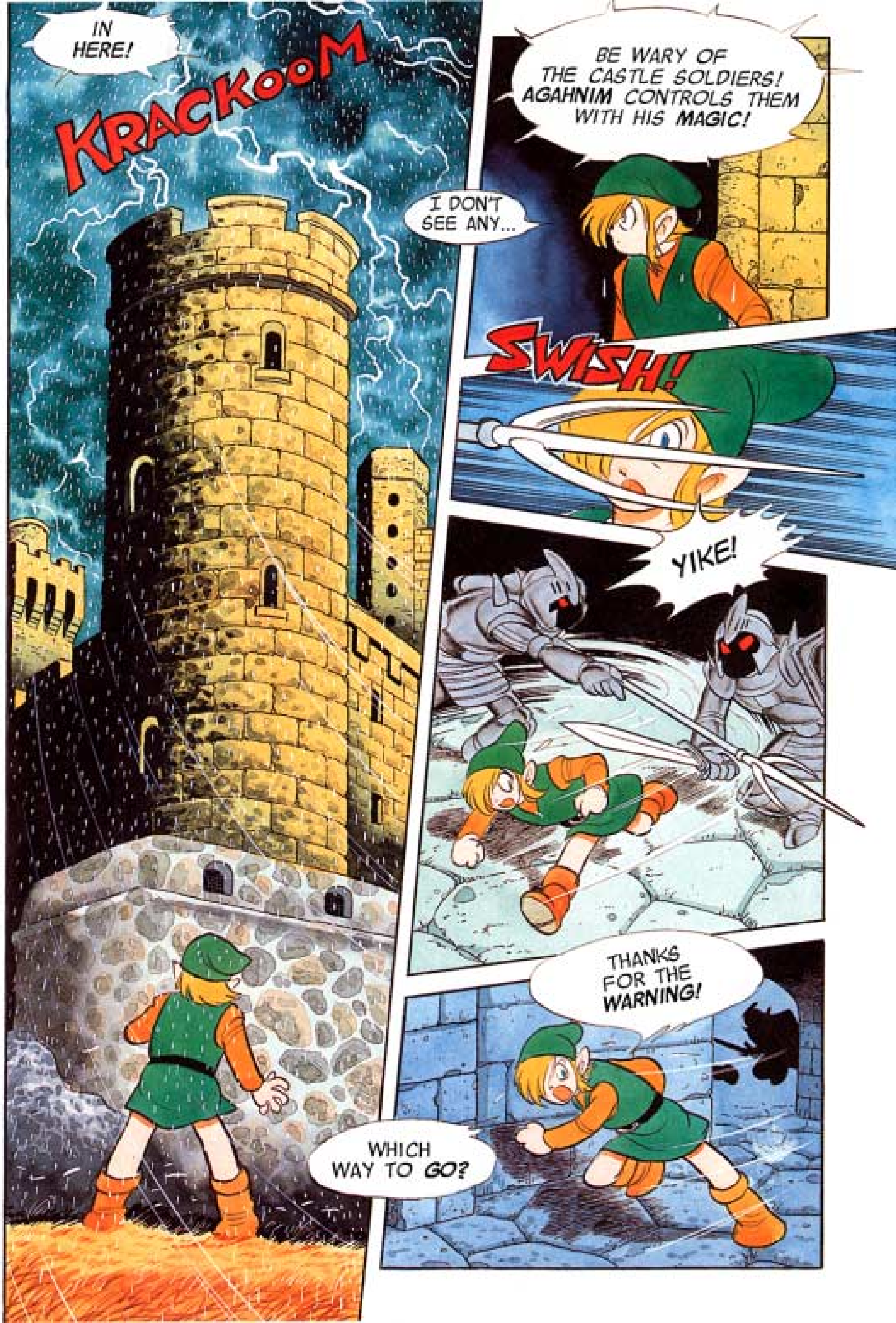
CHAPTER ONE

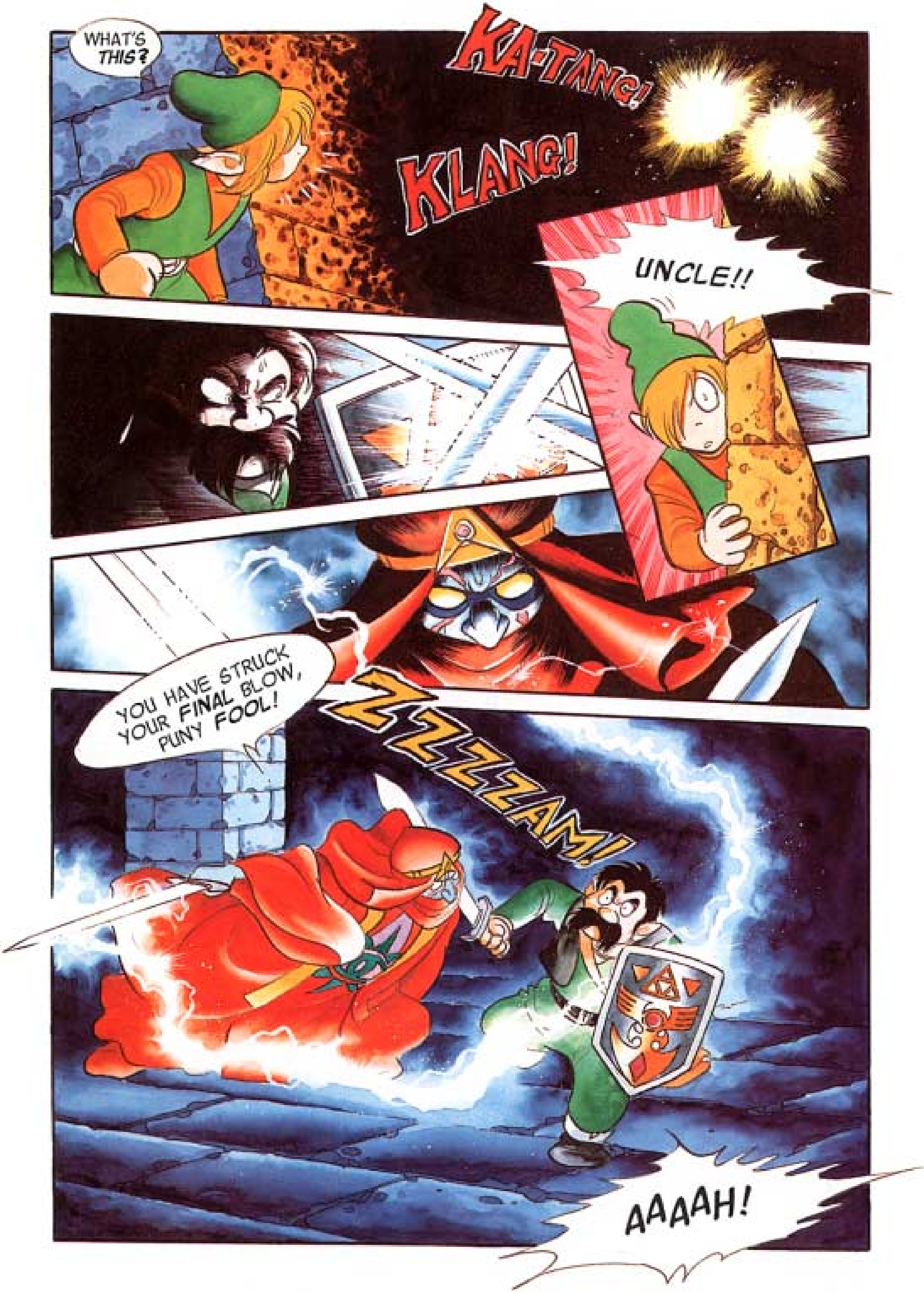
HERO'S AWAKENING

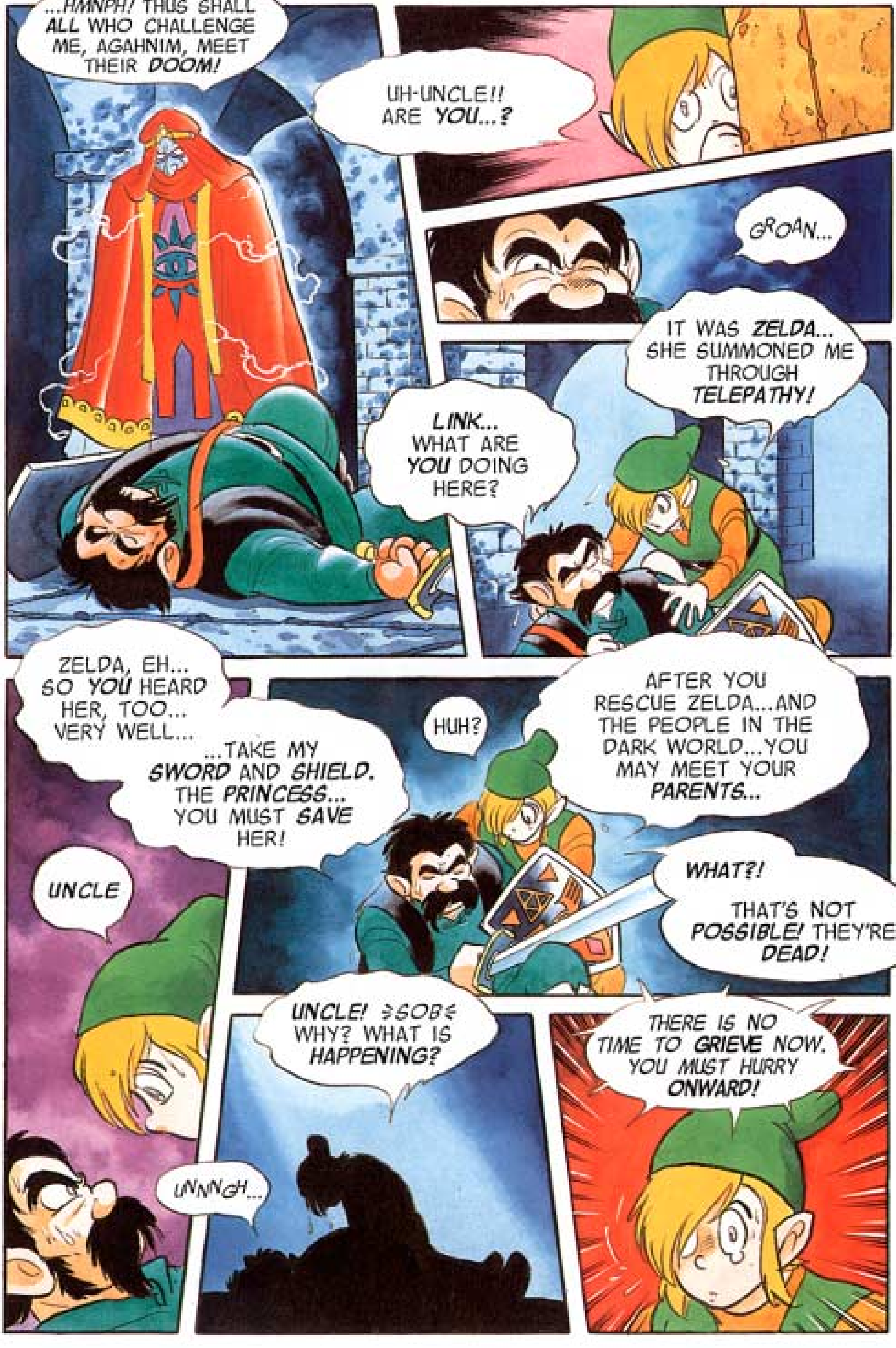
BY
SHOTARO ISHINOMORI

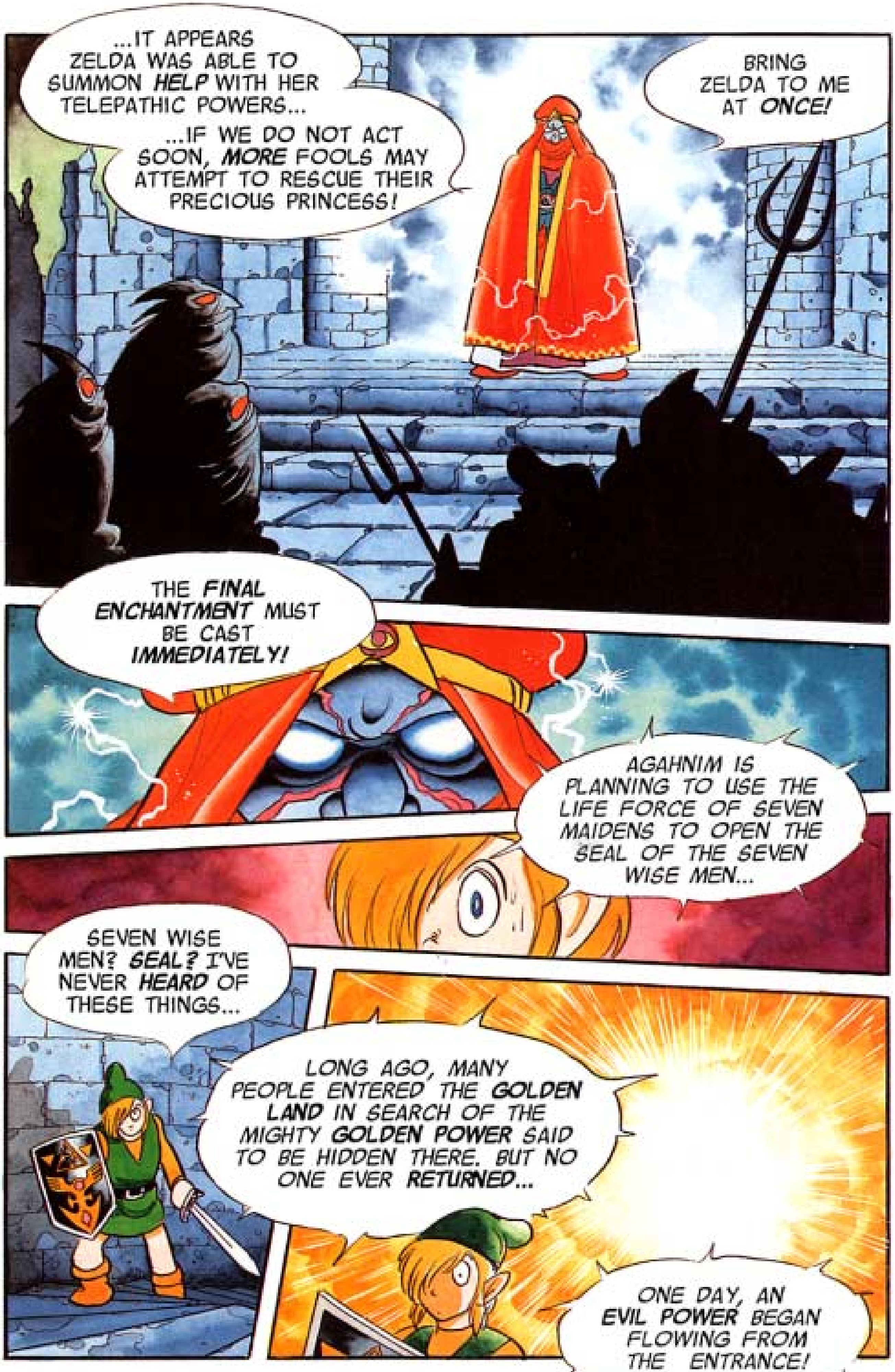

LINK... HELP ME...
I'M BEING HELD PRISONER IN THE CASTLE...
THAT DREAM... SO REAL...
HELP ME... MY NAME IS ZELDA...
AM I HEARING THINGS?

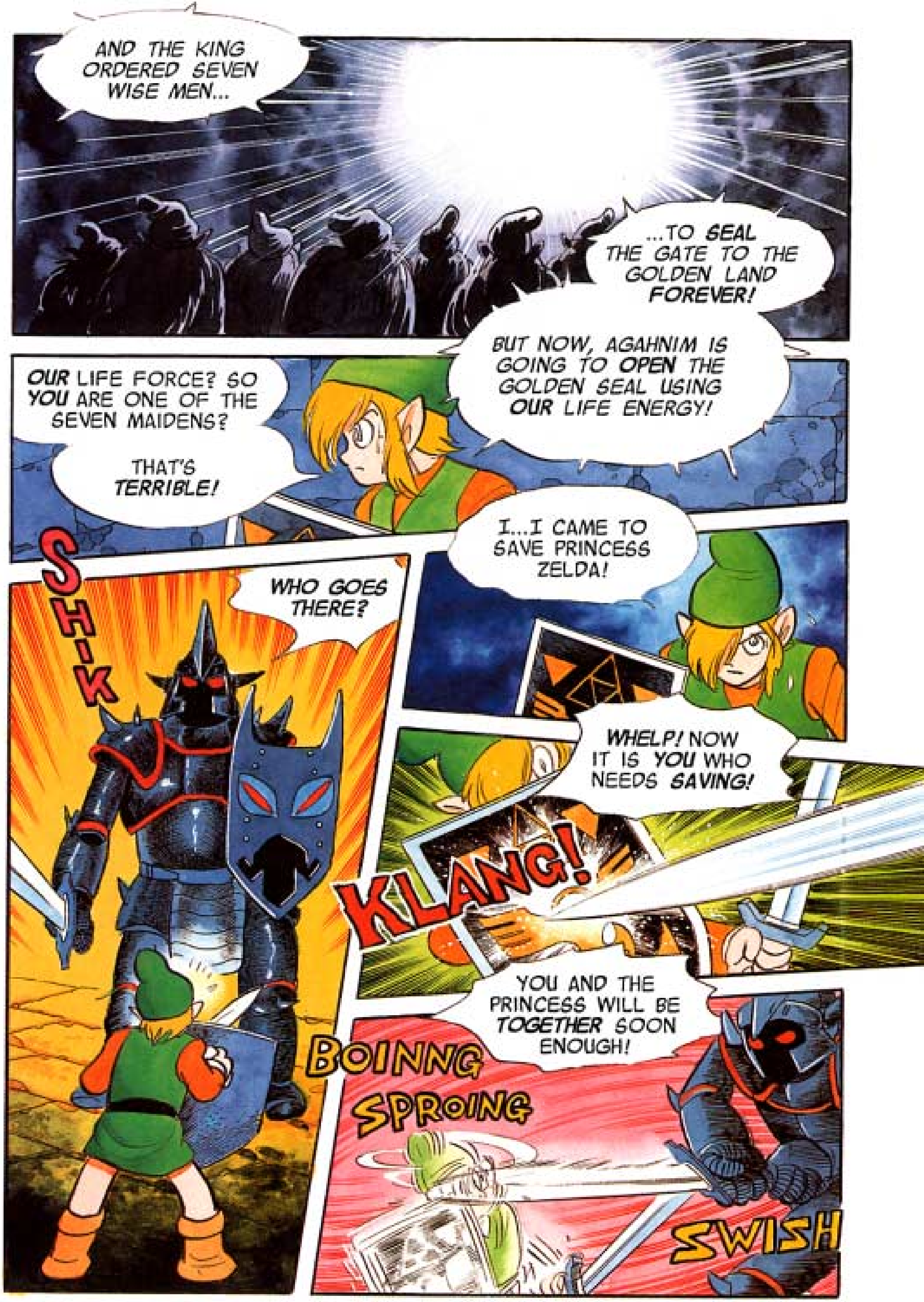

AM I UNDER A SPELL? AM I GOING CRAZY?
NO, I AM THE KING'S DAUGHTER, ZELDA. I AM COMMUNICATING THROUGH TELEPATHY.
UNCLE!?
WHERE ARE YOU?
WHERE DID HE GO?
PLEASE, LINK, LISTEN! I BELIEVE YOU ARE THE ONLY ONE WHO CAN SAVE THE PEOPLE OF HYRULE!
THAT'S STRANGE...SHE EVEN KNOWS MY NAME!
ANY FURTHER DELAY MAY PROVE DISASTROUS... HURRY!
BUT HOW WILL I EVER FIND YOU?
WHAT A NIGHT!
THIS WAY...
...LINK!
SPLASH
SPLISH

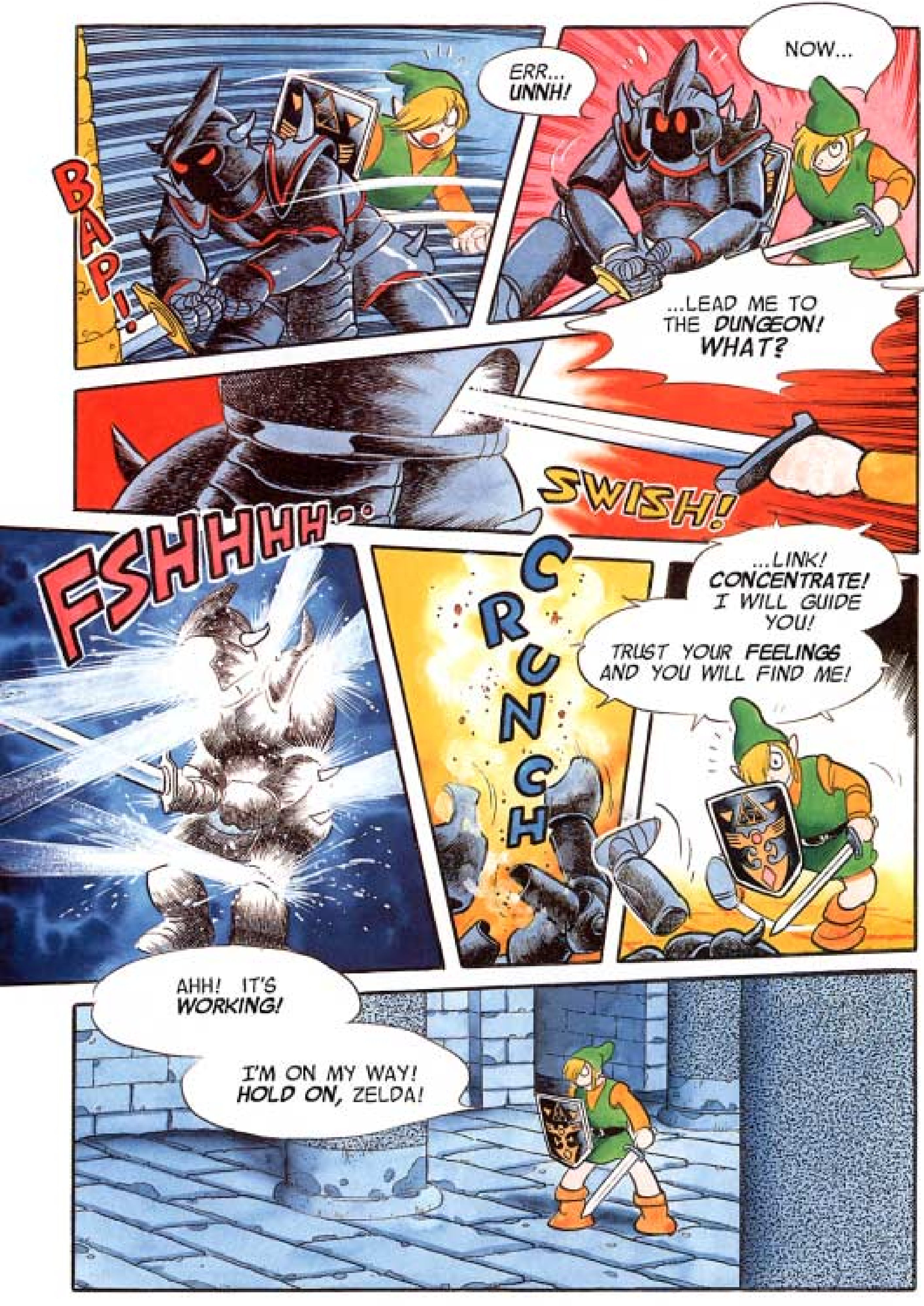

IN HERE!
KRACKOOM
BE WARY OF THE CASTLE SOLDIERS! AGAHNIM CONTROLS THEM WITH HIS MAGIC!
I DON'T SEE ANY...
SWISH!
YIKE!
THANKS FOR THE WARNING!
WHICH WAY TO GO?

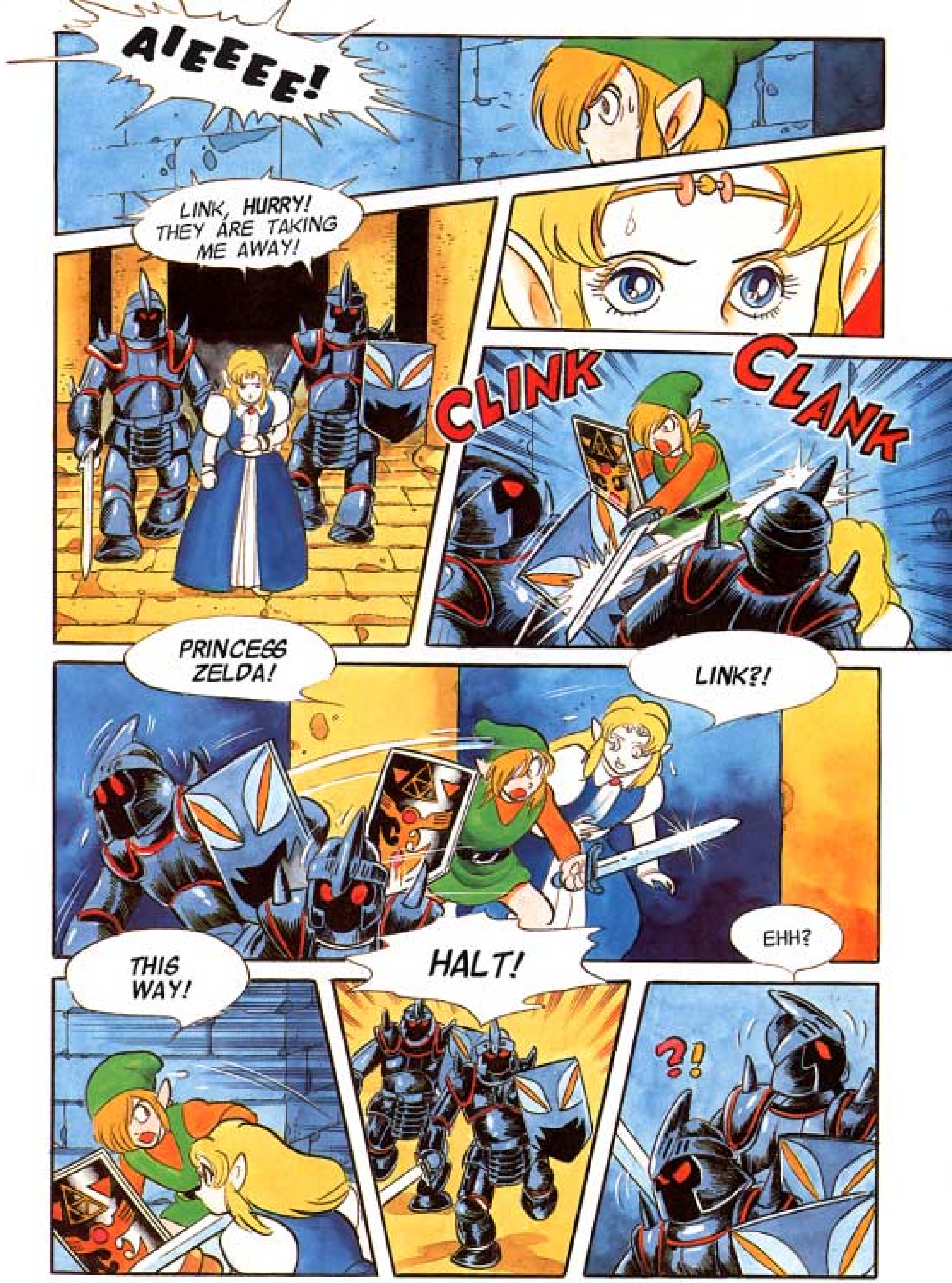

WHAT'S THIS?
KA-TANG!
KLANG!
UNCLE!!
YOU HAVE STRUCK YOUR FINAL BLOW, PUNY FOOL!
ZZZZZAM!
AAAAH!

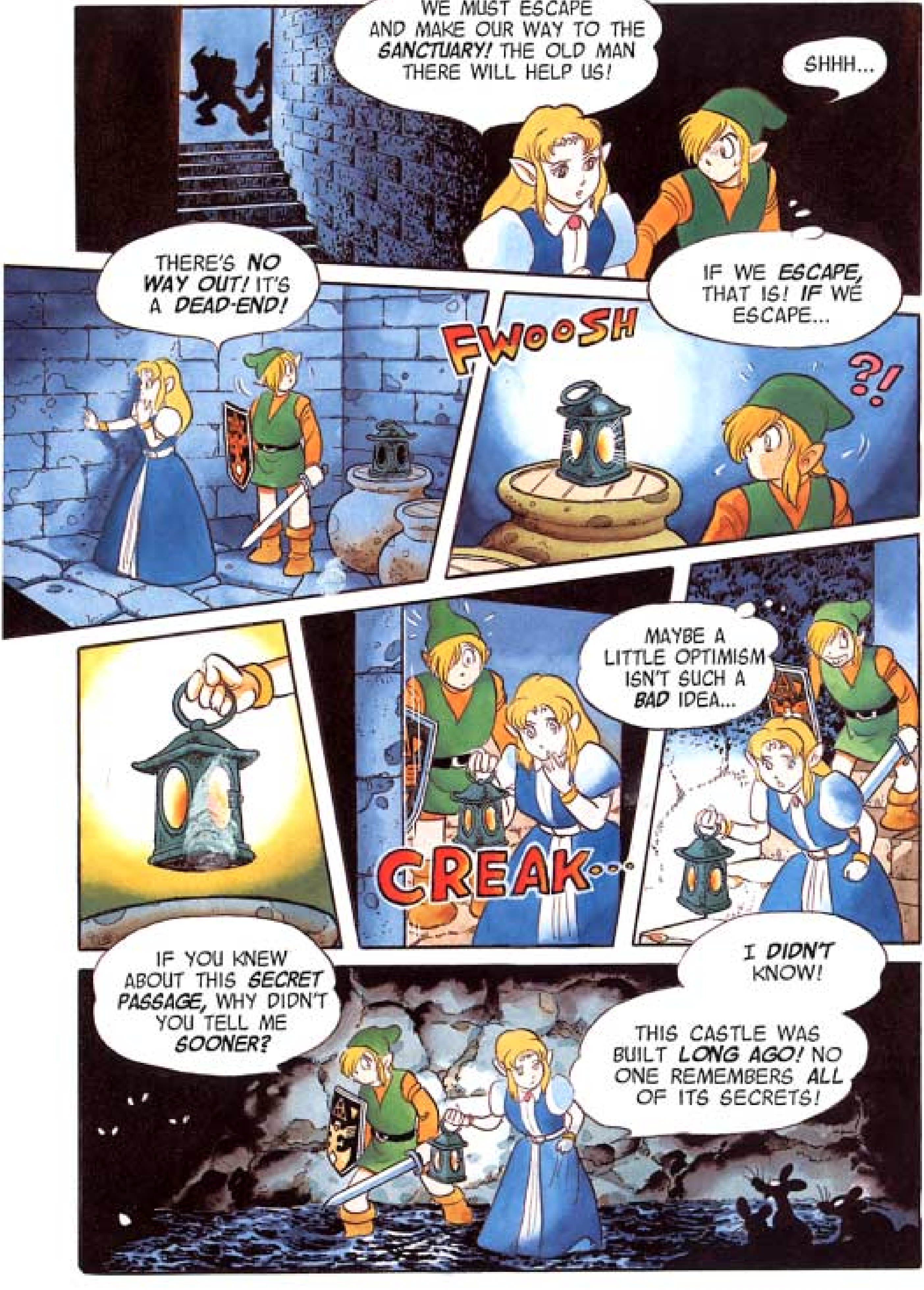

...HMNPH! THUS SHALL ALL WHO CHALLENGE ME, AGAHNIM, MEET THEIR DOOM!
UH-UNCLE!! ARE YOU...?
GROAN...
LINK... WHAT ARE YOU DOING HERE?
IT WAS ZELDA... SHE SUMMONED ME THROUGH TELEPATHY!
ZELDA, EH... SO YOU HEARD HER, TOO... VERY WELL...
...TAKE MY SWORD AND SHIELD. THE PRINCESS... YOU MUST SAVE HER!
HUH?
AFTER YOU RESCUE ZELDA...AND THE PEOPLE IN THE DARK WORLD...YOU MAY MEET YOUR PARENTS...
WHAT?!
THAT'S NOT POSSIBLE! THEY'RE DEAD!
UNCLE
UNNNGH...
UNCLE! ⋟SOB⋞ WHY? WHAT IS HAPPENING?
THERE IS NO TIME TO GRIEVE NOW. YOU MUST HURRY ONWARD!

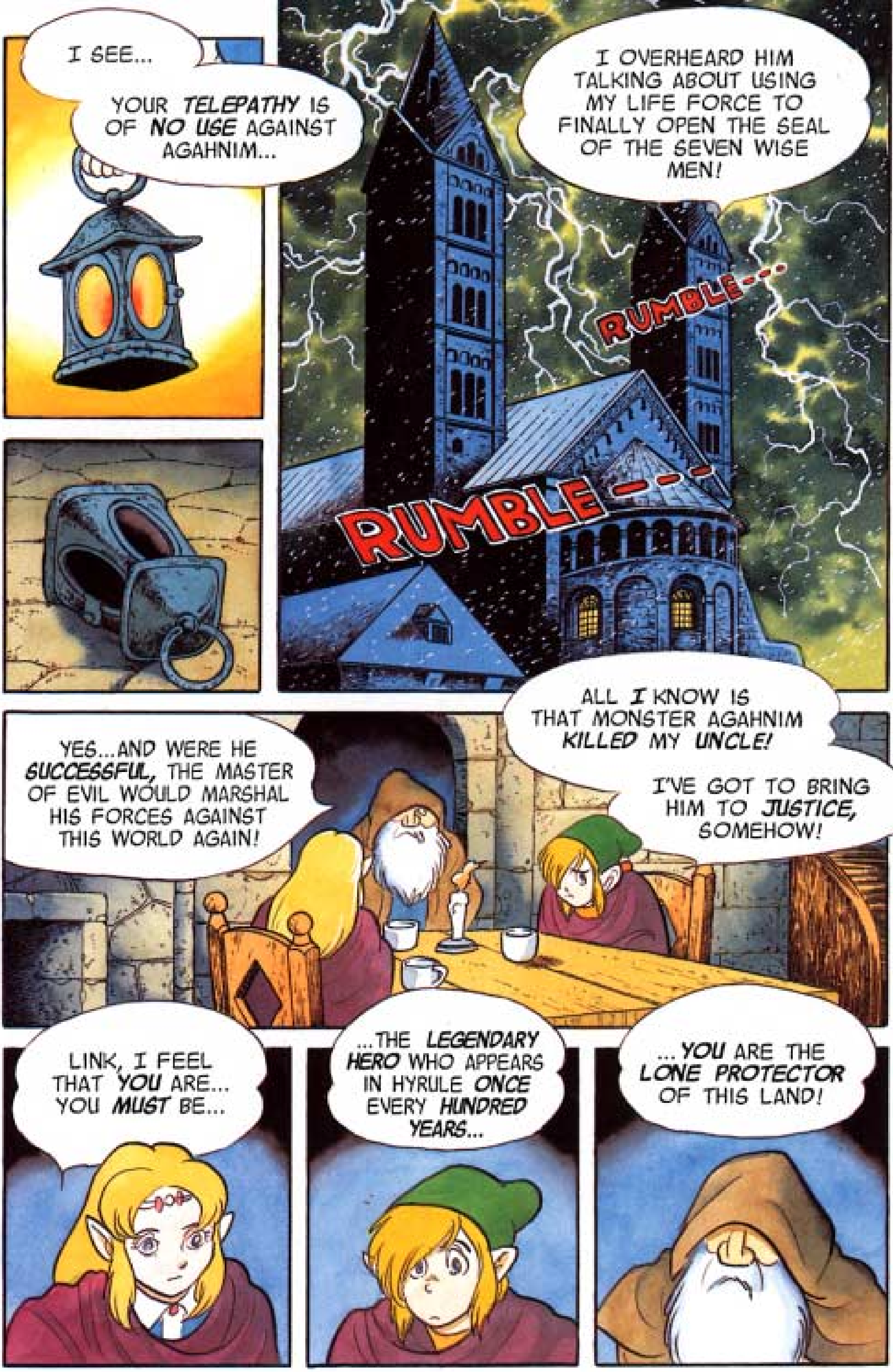

...IT APPEARS ZELDA WAS ABLE TO SUMMON HELP WITH HER TELEPATHIC POWERS...
...IF WE DO NOT ACT SOON, MORE FOOLS MAY ATTEMPT TO RESCUE THEIR PRECIOUS PRINCESS!
BRING ZELDA TO ME AT ONCE!
THE FINAL ENCHANTMENT MUST BE CAST IMMEDIATELY!
AGAHNIM IS PLANNING TO USE THE LIFE FORCE OF SEVEN MAIDENS TO OPEN THE SEAL OF THE SEVEN WISE MEN...
SEVEN WISE MEN? SEAL? I'VE NEVER HEARD OF THESE THINGS...
LONG AGO, MANY PEOPLE ENTERED THE GOLDEN LAND IN SEARCH OF THE MIGHTY GOLDEN POWER SAID TO BE HIDDEN THERE, BUT NO ONE EVER RETURNED...
ONE DAY, AN EVIL POWER BEGAN FLOWING FROM THE ENTRANCE!


AND THE KING ORDERED SEVEN WISE MEN...
...TO SEAL THE GATE TO THE GOLDEN LAND FOREVER!
BUT NOW, AGAHNIM IS GOING TO OPEN THE GOLDEN SEAL USING OUR LIFE ENERGY!
OUR LIFE FORCE? SO YOU ARE ONE OF THE SEVEN MAIDENS?
THAT'S TERRIBLE!
SHI-K
WHO GOES THERE?
I...I CAME TO SAVE PRINCESS ZELDA!
WHELP! NOW IT IS YOU WHO NEEDS SAVING!
KLANG!
YOU AND THE PRINCESS WILL BE TOGETHER SOON ENOUGH!
BOINNG
SPROING
SWISH

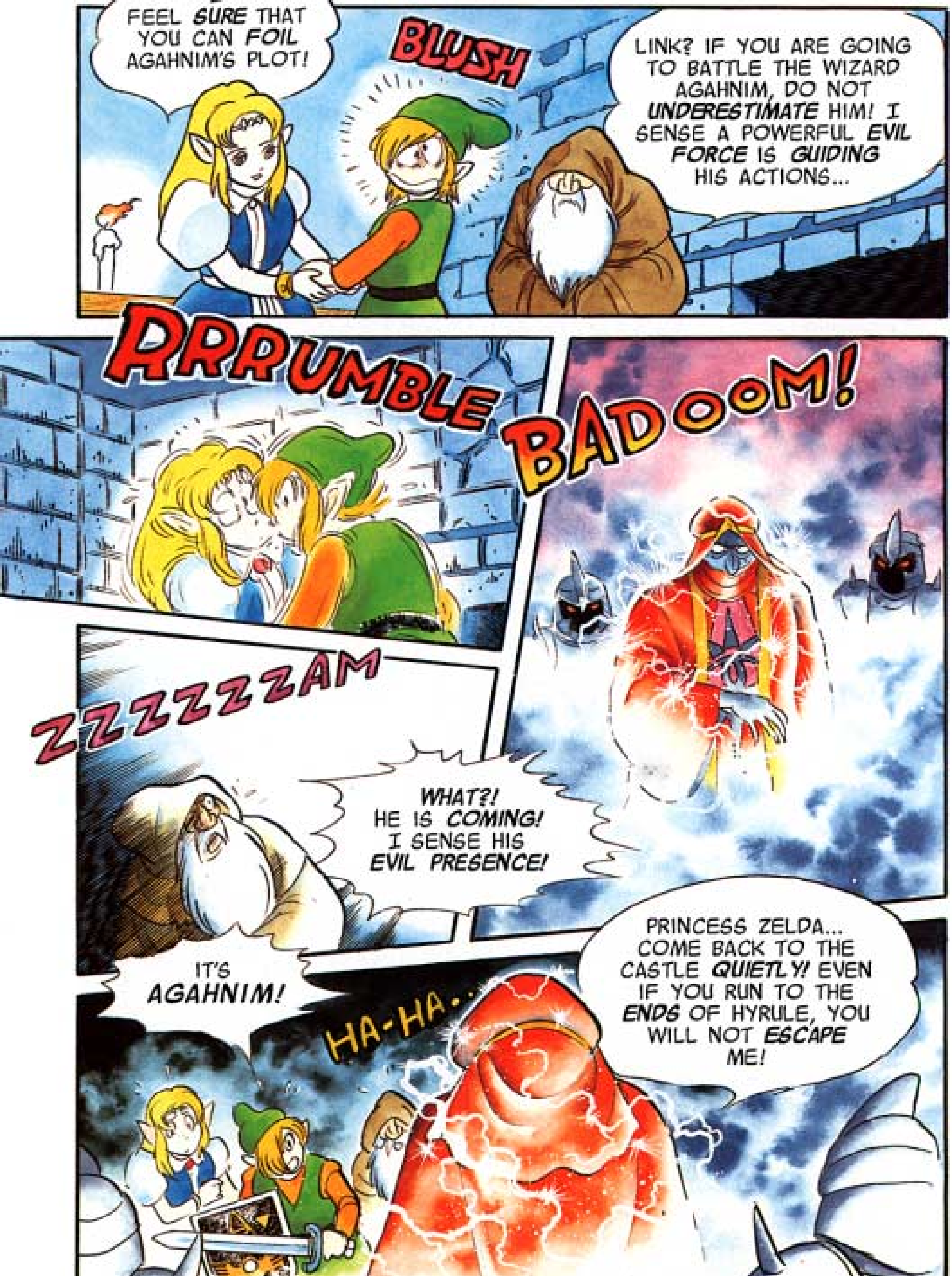

BAP!
ERR... UNNH!
NOW...
...LEAD ME TO THE DUNGEON! WHAT?
SWISH!
FSHHHH..
CRUNCH
...LINK! CONCENTRATE! I WILL GUIDE YOU!
TRUST YOUR FEELINGS AND YOU WILL FIND ME!
AHH! IT'S WORKING!
I'M ON MY WAY! HOLD ON, ZELDA!

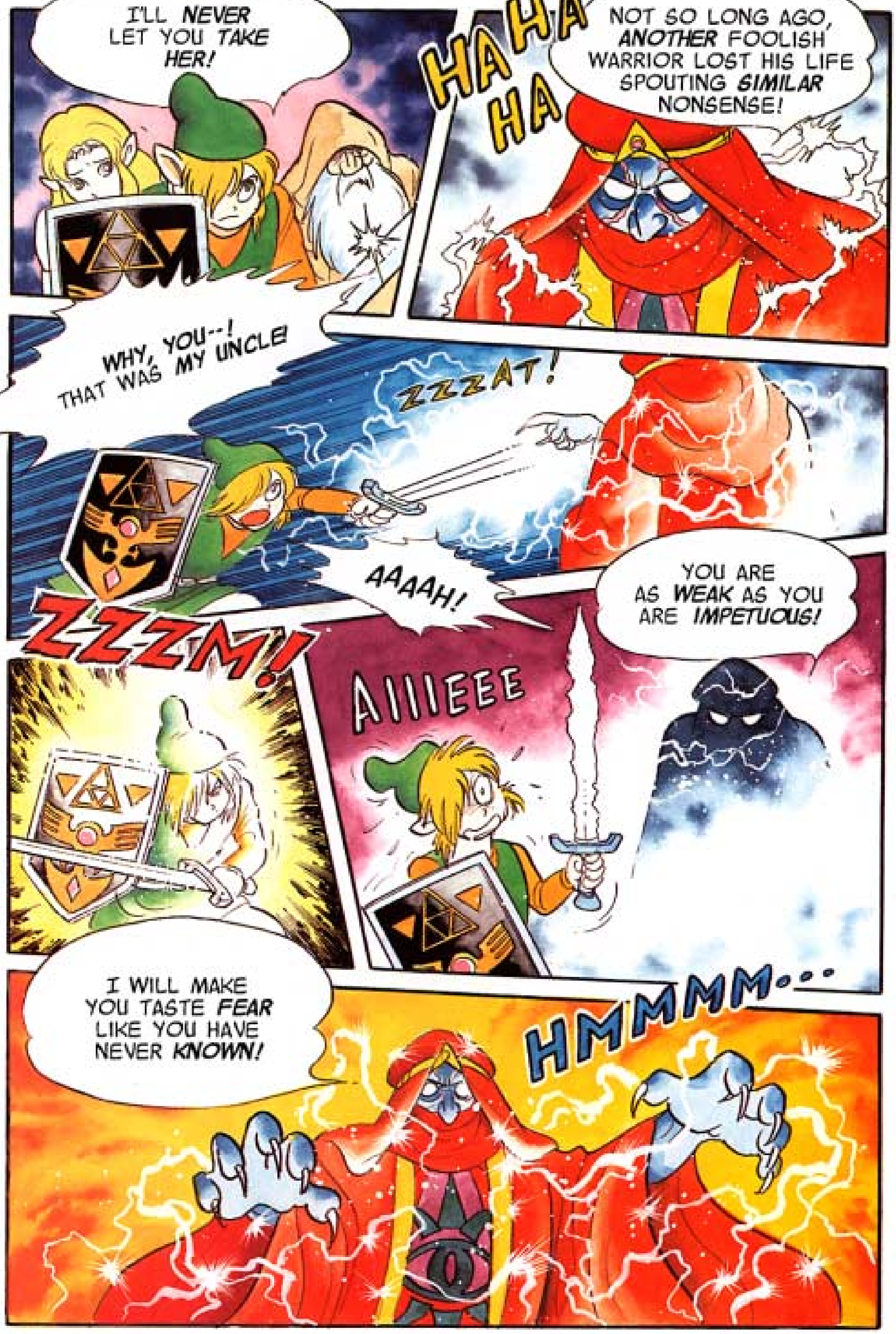

AIEEEEE!
LINK, HURRY! THEY ARE TAKING ME AWAY!
CLINK
CLANK
PRINCESS ZELDA!
LINK?!
THIS WAY!
HALT!
EHH?
?!

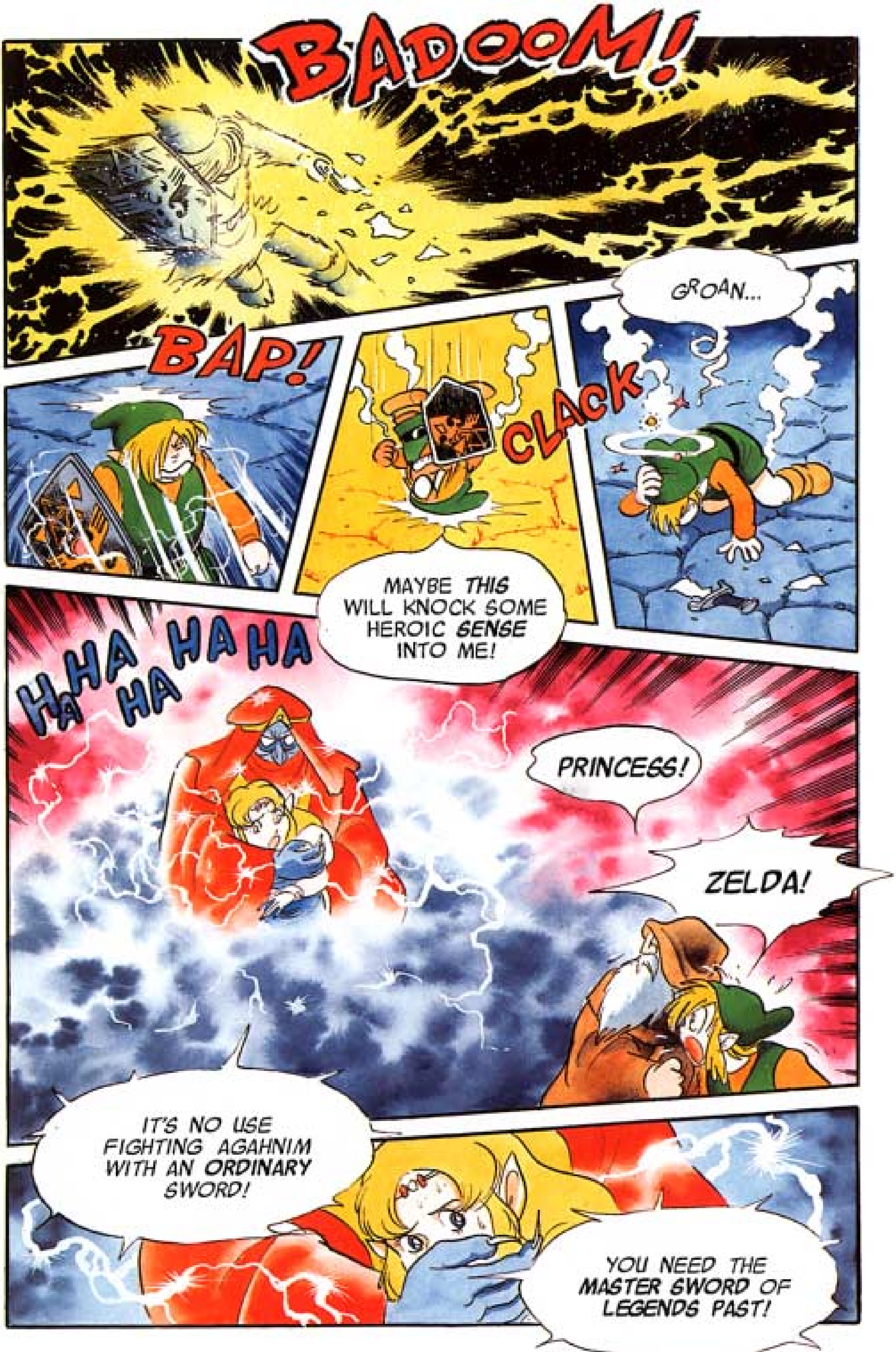

WE MUST ESCAPE AND MAKE OUR WAY TO THE SANCTUARY! THE OLD MAN THERE WILL HELP US!
SHHH...
THERE'S NO WAY OUT! IT'S A DEAD-END!
IF WE ESCAPE, THAT IS! IF WE ESCAPE...
FWOOSH
?!
MAYBE A LITTLE OPTIMISM ISN'T SUCH A BAD IDEA...
CREAK...
IF YOU KNEW ABOUT THIS SECRET PASSAGE, WHY DIDN'T YOU TELL ME SOONER?
I DIDN'T KNOW!
THIS CASTLE WAS BUILT LONG AGO! NO ONE REMEMBERS ALL OF ITS SECRETS!

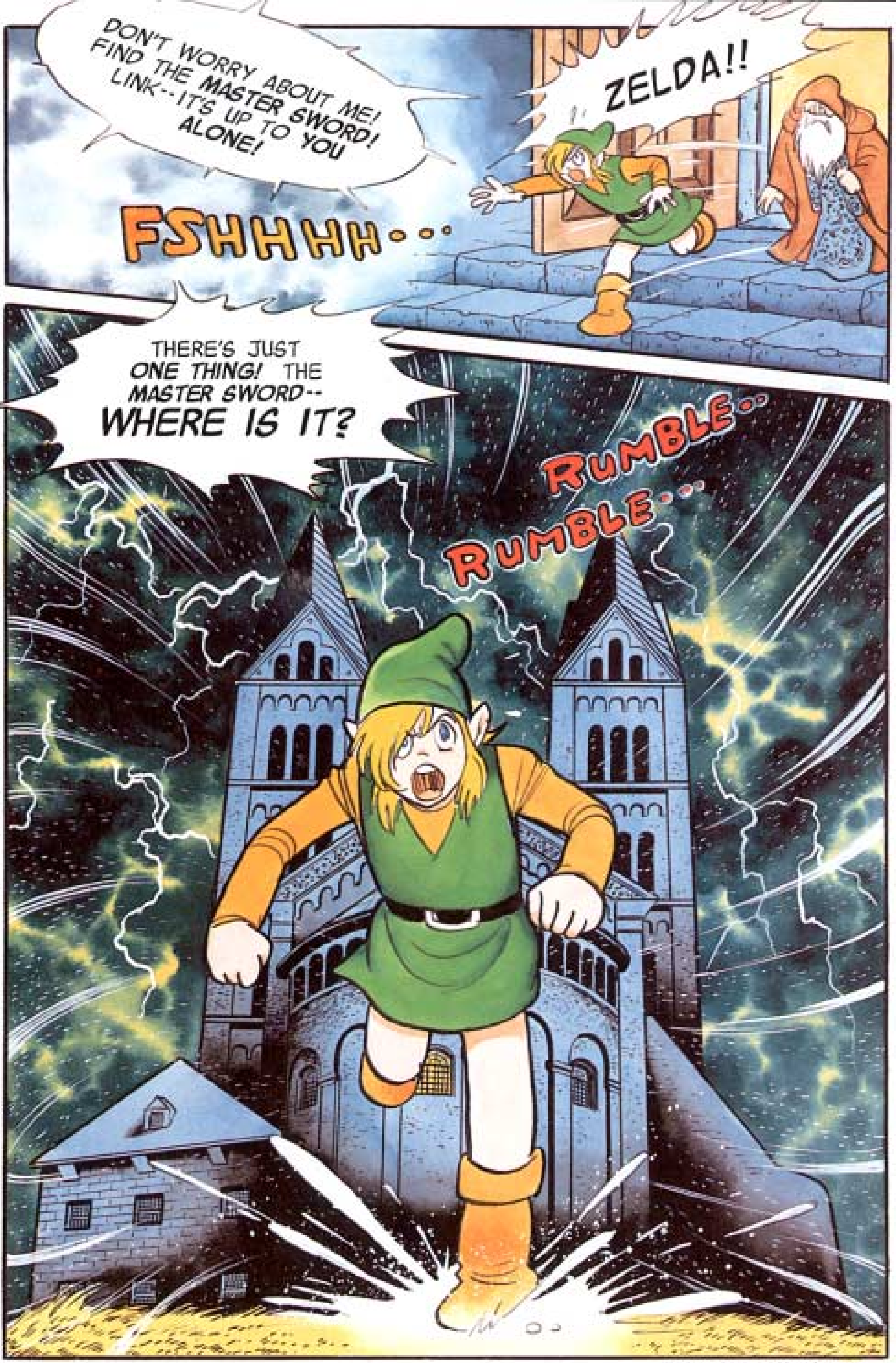


I SEE...
YOUR *TELEPATHY* IS OF *NO USE* AGAINST AGAHNIM...
I OVERHEARD HIM TALKING ABOUT USING MY LIFE FORCE TO FINALLY OPEN THE SEAL OF THE SEVEN WISE MEN!
RUMBLE---
RUMBLE---
YES...AND WERE HE *SUCCESSFUL,* THE MASTER OF EVIL WOULD MARSHAL HIS FORCES AGAINST THIS WORLD AGAIN!
ALL *I* KNOW IS THAT MONSTER AGAHNIM *KILLED* MY *UNCLE!*
I'VE GOT TO BRING HIM TO *JUSTICE,* SOMEHOW!
LINK, I FEEL THAT *YOU* ARE... YOU *MUST* BE...
...THE *LEGENDARY HERO* WHO APPEARS IN HYRULE *ONCE* EVERY *HUNDRED YEARS...*
...*YOU* ARE THE *LONE PROTECTOR* OF THIS LAND!


I FEEL SURE THAT YOU CAN FOIL AGAHNIM'S PLOT!
BLUSH
LINK? IF YOU ARE GOING TO BATTLE THE WIZARD AGAHNIM, DO NOT UNDERESTIMATE HIM! I SENSE A POWERFUL EVIL FORCE IS GUIDING HIS ACTIONS...
RRRUMBLE
BADOOM!
ZZZZZZZAM
WHAT?! HE IS COMING! I SENSE HIS EVIL PRESENCE!
IT'S AGAHNIM!
HA-HA...
PRINCESS ZELDA... COME BACK TO THE CASTLE QUIETLY! EVEN IF YOU RUN TO THE ENDS OF HYRULE, YOU WILL NOT ESCAPE ME!


I'LL NEVER LET YOU TAKE HER!
HA HA HA HA
NOT SO LONG AGO, ANOTHER FOOLISH WARRIOR LOST HIS LIFE SPOUTING SIMILAR NONSENSE!
WHY, YOU--! THAT WAS MY UNCLE!!
ZZZZAT!
ZZZM!
AAAAH!
YOU ARE AS WEAK AS YOU ARE IMPETUOUS!
AIIIEEE
I WILL MAKE YOU TASTE FEAR LIKE YOU HAVE NEVER KNOWN!
HMMMM...


BADOOM!
BAP!
CLACK
GROAN...
MAYBE THIS WILL KNOCK SOME HEROIC SENSE INTO ME!
HAHA HA HAHA HA
PRINCESS!
ZELDA!
IT'S NO USE FIGHTING AGAHNIM WITH AN ORDINARY SWORD!
YOU NEED THE MASTER SWORD OF LEGENDS PAST!


DON'T WORRY ABOUT ME! FIND THE MASTER SWORD! LINK--IT'S UP TO YOU ALONE!
ZELDA!!
FSHHHH...
THERE'S JUST ONE THING! THE MASTER SWORD-- WHERE IS IT?
RUMBLE..
RUMBLE...

TO BE CONTINUED...

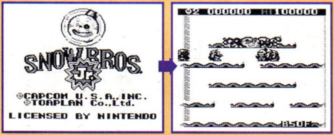
CLASSIFIED INFORMATION

SNOW BROS. Jr.

FROM AGENT #067

Invincible Snowman

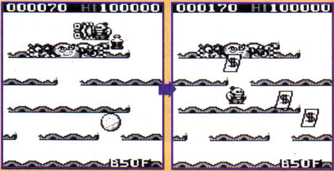
Breeze through the stages of this challenger without taking heat from any of your enemies. When the title screen appears, press and hold Left and Down on the Control Pad and the A and B Buttons, all at the same time. Then press the Start Button. When you begin, your Snowman will be able to come into direct contact with the enemies and not take any damage!


SNOW BROS. Jr.
©CAPCOM U.S.A.,INC.
©TOAPLAN Co.,Ltd.
LICENSED BY NINTENDO
2 000000 HI 100000
B50F

Hold Left, Down, A and B. Then press Start to begin with an unbeatable Snowman.

Bonus Bowl

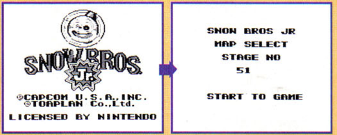
Bowl over all of the creatures in a stage with one Snowball and you'll be able to collect big points. When all of the enemies have been wiped out with a single shot, bills will appear in place of the flattened enemies. Collect the bills before they disappear, You'll earn 500 points for every one that you nab.


000070 HI 100000
B50F
000170 HI 100000
B50F

Knock out all of the enemies on the screen with one Snowball and collect a big bonus.

Stage Select

While the invincible Snowman code takes the challenge out of the game, there's a different code that allows you to add to the challenge by skipping to difficult stages from the beginning. On the title screen, press and hold Up on the Control Pad and the Select and B Buttons, all at the same time. Then press the Start Button. A "Map Select" screen will appear, allowing you to begin in any of 51 stages. Press Up and Down to change the stage number on the screen, then press the Start Button when you've reached the desired stage.


SNOW BROS. Jr.
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SNOW BROS JR
MAP SELECT
STAGE NO
51

START TO GAME

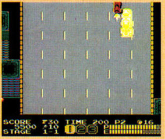
Press and hold Up, Select and B. Then press Start and you'll be able to choose a challenging stage.

VICE PROJECT DOOM

FROM AGENT #973

Stage Select Plus

While the cannons on the front of your car are your most powerful offense in the driving scenes, you can also knock out enemies by using the flames that come out of the back of the car. They'll appear when you shift gears. Drive near the top of the screen and when an enemy approaches from below, hit the A Button and let 'em have it.


SCORE 5500
STAGE 1-1
TIME 200
P2

Blast enemies from below with a shot of exhaust.

CLASSIFIED INFORMATION

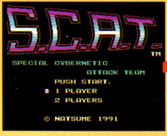
S.C.A.T.

From Agent #365

Backfire Blast

You can begin your world-saving mission on any stage of this sci-fi thriller by entering a quick two-controller code and double your life potential at the same time. When the title screen appears, press and hold the buttons that correspond with the desired stage on the table below, then press the Start Button on Controller I. You'll begin the game in the stage that you selected with 12 life units instead of the usual six.

STAGE	CONTROLLER I	CONTROLLER II
Stage I	——	A, B and Up
Stage II	A	A, B and Up
Stage III	B	A, B and Up
Stage IV	Right	A, B and Up



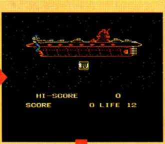
S.C.A.T. TM

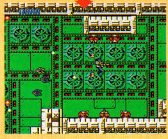
SPECIAL CYBERNETIC ATTACK TEAM

PUSH START.

- 1 PLAYER
- 2 PLAYERS

© NATSUME 1991





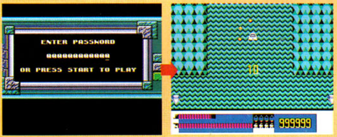
You can quickly zip to Stage IV with double the usual amount of life. When the title screen appears, press and hold the A and B Buttons and Up on the Control Pad of Controller II. At the same time, press and hold Right on the Control Pad of Controller I, then press the Controller I Start Button.

SOLAR JETMAN

From Agent #717

Q Code

Start your space exploration with more than double the usual number of ships and astronauts and skip ahead 10 planets with an easy to remember password. Select the password option on the title screen and enter all Q's. You'll begin in a bonus stage known as Planet U where there are only Gems and you'll have 10 seconds to pick up as many of them as you can. After the time is up, you'll be sent to Planet 10. You can choose to explore the surface or blast off to the next planet. Once you begin exploring a planetary surface, you'll see that your ships and astronauts in reserve total four. But this reserve will not begin to deplete until your ship and astronaut have been blasted six times!

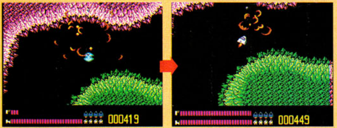


ENTER PASSWORD

QQQQQQQQQQQQ

OR PRESS START TO PLAY

Enter All Q's and take off to Planet U. Once you've collected all of the Gems that you can in the allotted time, you'll be able to explore Planet 10 or blast off to Planet 11.



This password allows for more ships and astronauts in reserve than can be shown on the screen. You'll have to lose six of each before the onscreen totals begin to diminish.

Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:

Nintendo Power
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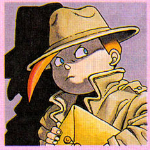
Information
P.O. Box 97033
Redmond, WA
98073-9733



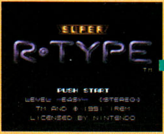
CLASSIFIED INFORMATION

SUPER R·TYPE

FROM AGENT #174

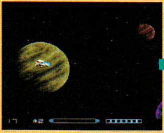
Stage Select

Blast off to the advanced stages of this space thriller and increase the difficulty level with a super quick code. On the title screen, press the R Button once, then press Up on the Control Pad nine times. You'll hear a tone when the code is successfully entered. Start the game and pause the action by pressing the Start Button. Then press the R, A and Select Buttons, all at the same time. A number will appear in the lower left corner of the screen. You'll be able to change that number by pressing Up and Down on the Control Pad. Numbers 01 through 07 signify the seven stages of the game and numbers 11 through 17 signify those same stages in a difficulty level one notch higher than the level that you have already selected. If you've selected the Hard Mode and you pick a number that increases the difficulty level, you'll find yourself sailing through space in the super challenging Pro Mode.



Press R once and Up nine times, then start the game.

Pause the action and press R, A and Select at the same time.



Change the number that appears by pressing Up and Down on the Control Pad.

If you selected number 17, you'll go to Stage 7 and play in a higher difficulty level.

Instant Power-Up

You can Power-Up at any time with any weapon in Super R-Type by using a two-part code. On the title screen, press the keys on the Control Pad and the R Button in the following order: Down, R, Right, Down, Right, Right, Down, Right, Down, Down. A tone will sound after the code is entered correctly. Once you start the game, press the Start Button to pause the action and use the Control Pad and R and Y Buttons to enter this code: R, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right, Right. Next, select your Power-Ups by pressing the A, B, X, Y or R Button to choose one of the weapons listed below and press the A or X Button to select an additional attack. When you resume play, you'll blast through the alien forces with super powerful weapons. You can change these weapons at any time by pausing the action and entering the second part of the code again with different Power-Up indications at the end.

SUPER
R·TYPE
TM
PUSH START
LEVEL -EASY- (STEREO)
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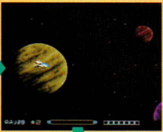


Press Down, R, Right, Down, Right, Right, Down, Right, Down and Down again. A tone will sound. Then start the game, pause the action and press R, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right and Right again. Next, press A, B, X, Y or R to choose your initial attack and press A or X to choose missiles or bombs.

INITIAL ATTACK	
A	Sky Attack Laser
B	Ground Attack Laser
X	Reflect Laser
Y	Spread Laser
R	Shot Gun Bomb

MISSILES AND BOMBS	
A	Homing Missile
X	Spread Bomb

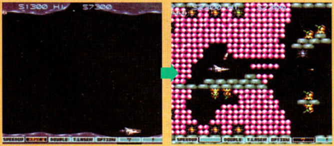
Once you've keyed in the code to Power-Up (R, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right and Right again), press a button in the first column to activate your initial attack and press a button in the second column to add missiles or bombs.

GRADIUS III

From Agent #312

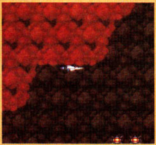
Bonus Stages

Our agents have discovered several bonus areas in the far reaches of space. You'll find them in Stages 2, 3 and 4 by soaring into seemingly solid areas and, in the cases of Stages 3 and 4, meeting certain conditions. The entrance to the bonus area of Stage 2 is at the bottom of the screen. When you fly into the section that is lined with a blue, liquid substance, look for a hole and dive into it. You'll appear in an area that is filled with breakable pink orbs. Clear them away and you'll uncover several point-producing devices. The condition upon entering the bonus area in Stage 3 is that you must destroy all of the guns on the ground. Fly up close to the low rock ceiling as pictured below and you will make your way into the bonus area. A Moai Statue proves to be the bonus area entrance in Stage 4. Make sure that none of the Power-Ups are highlighted on the bar at the bottom of the screen and soar into the back of the Moai pictured. Our agents are currently searching for more bonus areas. We'll let you know as soon as they find them.



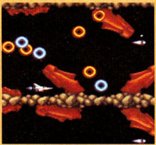
Fly into the floor of Stage 2 and you'll reel in the bonuses.

Stage 3



Defeat the ground forces and fly up for a bonus.

Stage 4



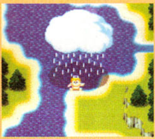
Fly into this Moai with no Power-Ups lit and you'll enter another bonus area.

ActRaiser

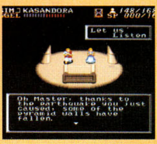
From Agent #414

Hidden 1-Ups

There are 1-Ups hidden in the areas of Bloodpool and Kasandora. You can make them surface by controlling the elements. Create a rain shower in the woods that are located northeast of the lake in Bloodpool. After the storm, the villagers will uncover an artifact which they will offer to you. This Source of Life will work as a 1-Up, giving you an extra chance to fight off the forces of evil. You'll also dig up a Source of Life in Kasandora. Once you've washed away the sand in the north and uncovered a pyramid, create an earthquake. The walls of the pyramid will collapse and reveal this life-giving treasure.



Create a storm in Bloodpool and you'll uncover a 1-Up.



Oh Master, thanks to the earthquake you just caused, some of the pyramid walls have fallen.

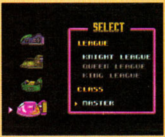
Shake up the Kasandora Pyramid to find a valuable artifact.

F-ZERO

From Agent #046

Wait There's More!

While you can only select Beginner, Standard or Expert Classes at the beginning of the Grand Prix Mode, you can graduate to a higher class if you demonstrate amazing driving abilities. Choose the Expert Class and complete all five courses of any of the three leagues, placing first, second or third. You'll be rewarded by entering the challenging Master Class.



Master a set of five courses and you'll graduate from the Expert Class.

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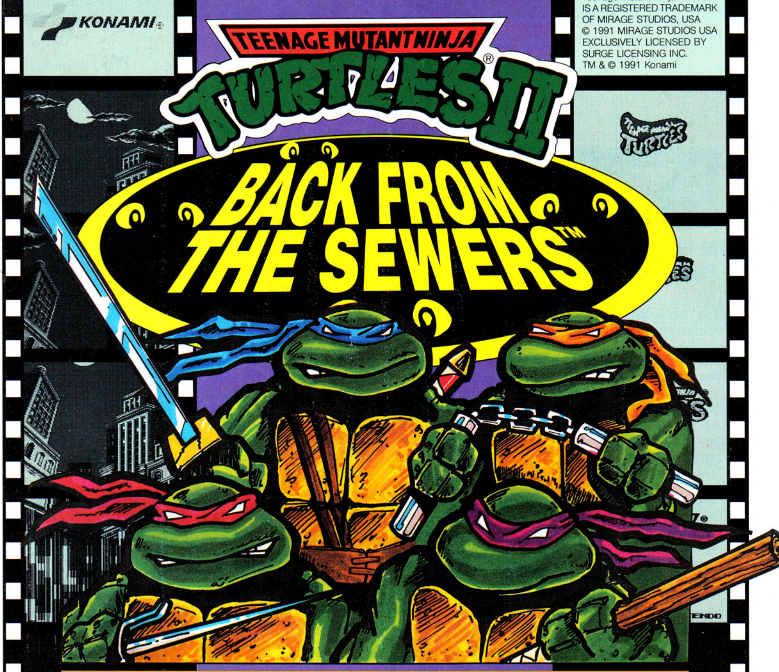
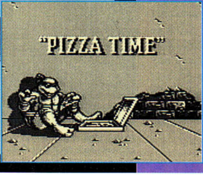
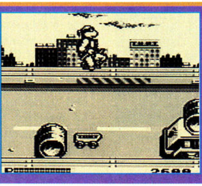
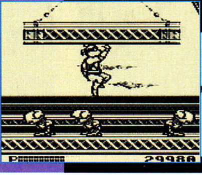


THOSE BODACIOUS BROS. ARE BACK

They were on vacation in the sewers, but all good things must come to an end. Now the Teenage Mutant Ninja Turtles are back and hard at work. Also hard at work was the Konami team that put this great Game Boy title together. The graphics are better than Fall Of The Foot Clan, plus there are some awesome new moves and game options. So what are the Turtles up to? Saving April, of course, and wreaking their own brand of radical, reptilian revenge against Shredder, Krang and all the Foot Clan gang. Six action stages, three difficulty levels, plus bonus and rescue stages insure that T.M.N.T. Back From the Sewers will challenge Turtles and humans alike.



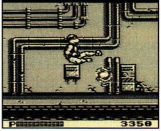




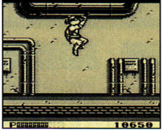
MEAN AND GREEN

If you thought the Turtles had righteous moves before, wait 'til you see what they're up to now. Each of the Bros. has his special ninja weapon and you can choose the best Turtle for each stage. But now the Turtles' powers have been increased with a Sliding Kick and the ability to hang on to overhead handholds and swing up on top. They'll need every mutant move they can get.

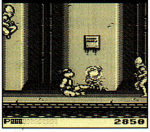
JUMP KICK



OVERHEAD SWING



SLIDING KICK



LEONARDO

Leonardo is the dynamic leader of the Bros. His skill with the Katana daggers is legendary, but the attack is not fast.

KATANA

KATANA: TWIN DAGGERS
SPEED: AVERAGE
ATTACK RANGE: MEDIUM

RAPHAEL

Raphael is a loner with a temper. His weapons are the Sai—two sharp tridents. They're quick but have a short range.

SAI

SAI: SHORT TRIDENTS
SPEED: FAST
ATTACK RANGE: LIMITED

MICHELANGELO

Mike loves to have fun, but when there's work to be done he uses the ultimate weapon of skill, the Nunchukus.

NUNCHUKUS

NUNCHUKUS: CHAIN STICKS
SPEED: AVERAGE
ATTACK RANGE: MEDIUM

DONATELLO

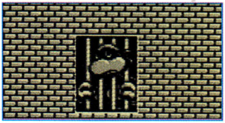
Don has the brawn, the brains and the Bo. The Bo staff isn't just a stick, it's a Foot Clan Punishing Machine.

BO

BO: STAFF
SPEED: SLOW
ATTACK RANGE: LONG

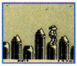
BONUS GAMES AND JAIL BREAKS

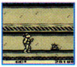
At the end of each Act you'll have a chance to regain lost Turtles or hit points in the Bonus Game (if you didn't lose a Turtle) or enter the Rescue Game (if you did). In either case, winning back what you lost won't be easy.

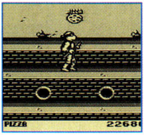


BONUS GAME

You'll go to the Bonus Game if you didn't lose a Turtle during an Act. Grab as many pizzas as you can before they disappear.

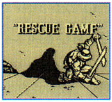


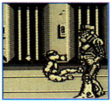


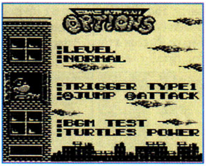


RESCUE GAME

The robotic jailer isn't easy to defeat. He fires bullets in two patterns and tries to step on you. You'll have only a limited time to defeat him and rescue a Bro. If the jailer hits you, you'll lose precious time.



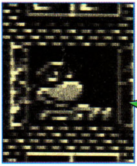




OPTIONS
LEVEL
NORMAL
TRIGGER TYPE1
ⒶJUMP ⒷATTACK
BGM TEST
TURTLES POWER

ACTION FOR EVERYONE

Three difficulty levels from Easy to Hard insures that everyone has a chance. You can also switch A and B Button functions.

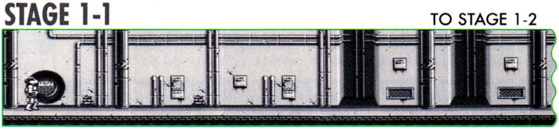


"WE'RE BACK AND WE'RE BADDER THAN EVER."

ACT 1: BACK INTO ACTION

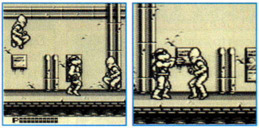
Your Turtle finds action below the street in Stage 1-1. Watch out for Foot Clan ninjas who attack from in front and behind at the same time. The map shown is incomplete, but is representative of the entire stage.

STAGE 1-1



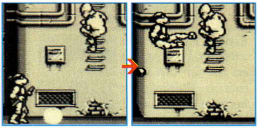
FOOT SANDWICH

Many Foot Soldiers attack in tandem. The front ninja usually jumps first. Hit him then turn quickly. A fast Turtle like Raphael works best.

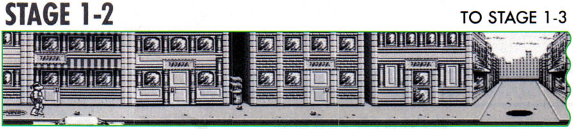


THE BOMBS JUMP

Some Foot Soldiers cling to the wall and throw grenades. Use the Jump Kick to knock them off. All the Turtles have equal jumping ability.



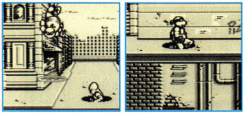
STAGE 1-2



Back on the street, life doesn't get any easier. In addition to the endless stream of Foot Soldiers, you'll have to deal with guys throwing manhole covers and grenades.

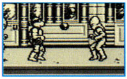
IN THE HOLE

The Turtles aren't the only ones coming back from the sewers. Some Foot Soldiers have been hiding inside manholes. Watch out for them as they emerge and hurl the manhole cover at you. First hit the cover, then move back to avoid the Foot Soldier as he leaps out.

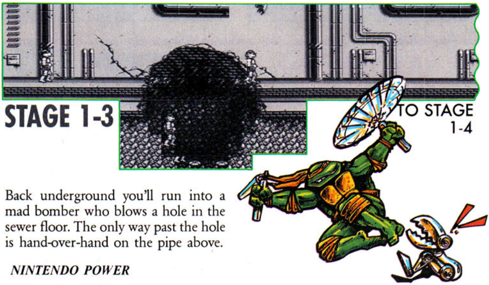


STOP AND GO

The grenade guy on the street throws three grenades, then backs off. Don't attack him. He reappears only on the Hard setting, and even then he's no threat.



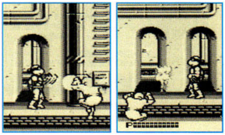
STAGE 1-3



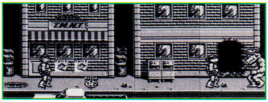
Back underground you'll run into a mad bomber who blows a hole in the sewer floor. The only way past the hole is hand-over-hand on the pipe above.

PARTY ANIMALS

A gang of Foot Soldiers is throwing a party, and the Turtles aren't invited. A dozen enemies jump at you, sometimes two or three at a time. Attack the closest foe first.



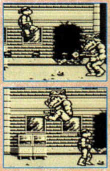
STAGE 1-4



You're tired, Foot-sore, and you're about to face Rocksteady. What you really need is a pizza! Luckily, Master Splinter is on hand to give you a full pizza to boost your energy and spirits.

THIS AIN'T THE HARD ROCK CAFE

Rockstead puts you between a rock and a hard place. He fires three shots then leaps across the screen. Get too close and he'll knock you around. Stay in the middle of the screen and hit the bullets. Rocksteady then jumps over your head. Turn and hit him several times, before moving back to the center.



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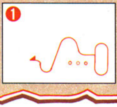

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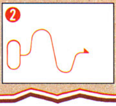

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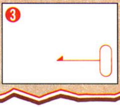
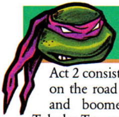
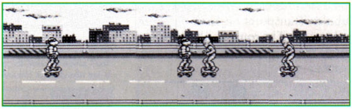


Rocksteady works for Shredder and likes Turtles about as much as a punch in the horn. Avoid his jumps by staying in the middle of the screen.



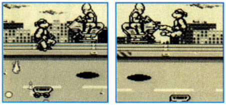
ACT 2: SKATEBOARD TO GLORY

Act 2 consists of one long stage. The Foot forces attack you on the road with skateboarders, helicopters, missile-firing and boomerang-throwing Foot Soldiers, barrels and Tubular Transports. Once again Raphael's quick attack is best.



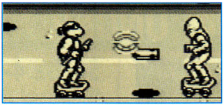
TURTLE AIR FORCE

The helicopters strafe the ground and everything on it, including Turtles. Ground them with two Jump Kicks. If you jump to avoid the shots, the chopper will move off screen.



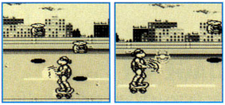
GET A CLOSE-UP

Raphael's quickness with the Sai pays off when the missiles and boomerangs start to fly. The trick is to line up with the incoming missile or boomerang and hit it when it gets close.



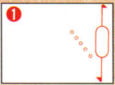
TUBULAR TRANSPORT

These hovering horrors are easy to defeat. Skate up to the middle of the road and wait for them to swoop down. Hit the Tubular Transports when they zip down from the upper right corner.



KICK SOME BEBOP

Bebop has some dangerous moves. First he fires a spread of four shots. Next he tries to kick your Turtle. Finally, he does the Bebop hop . . . on your face!

❶


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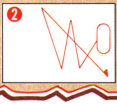
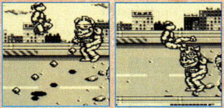


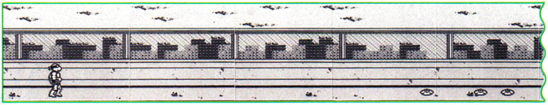


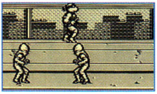
Jump the bullets then attack Bebop when he closes in. Avoid the Bebop hop by hanging out in the corners.

ACT 3: CONSTRUCTIVE ACTION

The action has moved to a construction site where you could use a hardhat as well as your shell. Buckets fall off buildings and Foot Soldiers try to hammer you. Take the upper ledge for an easier trip.

STAGE 3-1

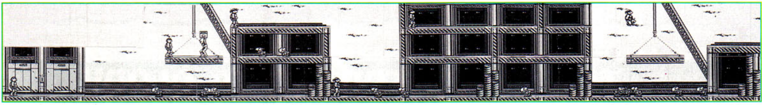




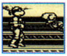
MASS MOUSERS

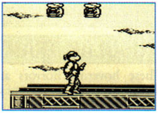
An army of Mousers waits in the wings, ready to attack. Once again Raphael's quickness gives you an advantage, because the Mousers often attack as a team. If two Mousers are waiting, move forward until the second Mouser jumps, then hop back. In this way you'll fight only one Mouser at a time.

STAGE 3-3



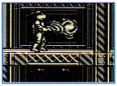
You'll find Mousers, Foot Soldiers and Tubular Transports on multiple levels in this stage. The route indicated on the map is the safest path through the construction area.

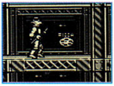




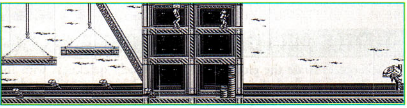
GET THE PIZZA

Leap across the gap from the hanging girder to the pizza guy. You can also go up through the building. You'll probably need the pick-me-up by then, and Krang is just ahead in his Dimension X space ship.





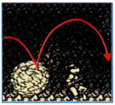
MAP A START



ACT 4: UNDER ACHIEVEMENTS

STAGE 4-1

The Turtles head back underground for Act 4 and a rock and roll rumble. Duck the bouncing boulders and they'll pass over your head. The rolling rocks, in either the flat or steep area, can be jumped in a single bound.

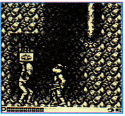


Stop and kneel when the boulder first appears.

The middle part of this stage keeps the heat on with fire spouts erupting from the floor. Your Turtle may get toasted if you're not careful.

Look for a pizza in the fourth fire spout pit. →

After three close fire spouts is a second pizza. →



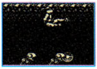
STAGE 4-2

Press forward into the Mouser-infested tunnel, but don't hang around. When you reach the water, keep moving. There is no end to the Mousers that are attacking.

The Pizza Monster lives in the sewer, fiercely guarding his treasure. Stand on the right bank and hit him on the nose repeatedly to win his pizza.

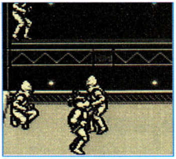
Cross to the right bank and wait for the Pizza Monster to pop up close by, then hit him.

Here the Mousers hide in holes and leap out. You'll have to be extra quick to defeat the masses of Mousers. It might be easier just to race ahead to a pizza.

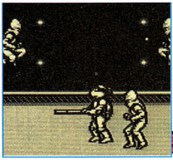


STAGE 3-2

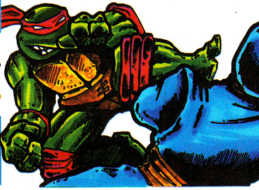
The elevator takes you for a ride on the wild side. Foot Soldiers leap onto the platform from the back and front. Keep moving across the platform, because the enemy tries to jump to the location of your Turtle. As always, attack the closest Foot Soldier first. If they sandwich you, jump out of the crowd.



Enemies try to hit your Turtle as they leap aboard. Walk back and forth a short distance from the bottom of the platform to confuse them.

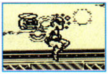


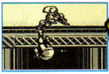
Foot Soldiers also hop onto the platform from above. Move to attack the first enemy to appear, then the second and so on.

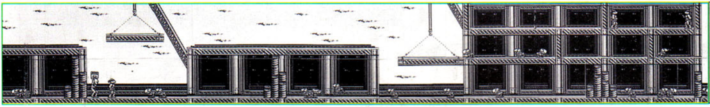


STAY OFF THE ROOF

The rooftop is the most dangerous part of this stage. Only there will you be assaulted by both Mousers and Tubular Transports. Although sometimes you have no choice but to go topside, don't stay too long.



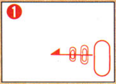


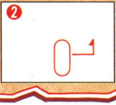


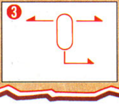
GO TO MAP A

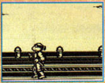
NO BODY, BUT KRANG

Poor Krang has no body... yet. Stay near the center of the screen, jump over the energy ball and dodge the missiles. Attack when the ship drops down.

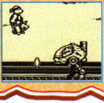








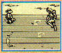
The missiles drop from the top of the screen, but there are safe gaps between them.

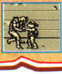


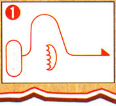
The energy ball is easy to jump over. Krang fires it every time he lands his ship.

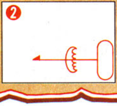
SHREDDER SHOWS HIS HAND

Where Shredder goes, Turtles are soon to follow. Watch for this arch-fiend's jump attacks. The best strategy is to kneel close to the place where he stands on the left and hit him repeatedly. Move back toward the center and kneel to avoid the return jump.

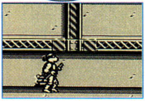


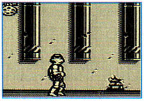


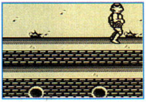




THE PIZZA BONUS





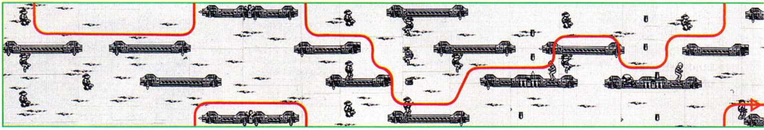


One Bonus Game has three flat ledges where pizzas appear. In another you jump over spikes; a third requires you to slide beneath blocks and a fourth puts you in a construction zone.

ACT 5: TURTLES IN FREE FALL

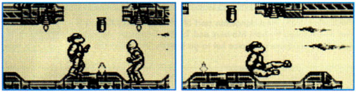
After Splinter drops you off, make your stand on the hovering platforms, but watch out for Foot Soldiers, bombs and other traps. Keep hopping toward the right and don't pass up either of the two pizza guys. Moving vertically will get you nowhere. In fact, near the beginning of the stage you can free fall forever.

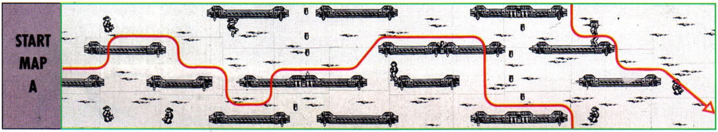
STAGE 5-1



FALLING MISSILES

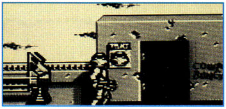
Bombs rain from above, and to make matters worse, a Foot foe waits for you just beyond the bombs. Jump past the first set of bombs, hit the second set, and attack the Foot Soldier.





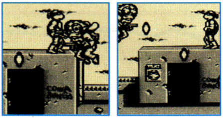
STAGE 5-2

Your final jump from the sky platforms leaves you on a rooftop with Baxter the Flyman. Inside, you'll find a horde of Foot Soldiers, a pizza guy, and the Stone Warrior, who has the ability to roll up like a boulder.



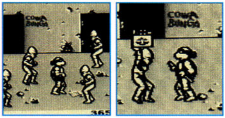
BAXTER STOCKMAN: THE FLYMAN

Baxter flies at about the height of the top of the door housing. Get on top of that small building to attack him, then evade his laser shots by jumping. Baxter won't hang around long.

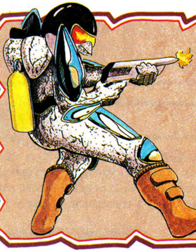


THE INNER ROOMS

A party of Foot Soldiers waits inside the first room, and more of Shredder's men are ready to leap into the fray as needed. Position yourself in the middle and attack the closest enemy.



THE STONE WARRIOR



The Stone Warrior won't crumble easily. Jump to avoid the Stone, which always rolls toward you. When he reverts to his Warrior form, Jump Kick through him. If you try to hit him, you'll get scorched by his flame thrower.

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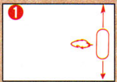

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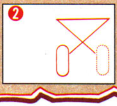
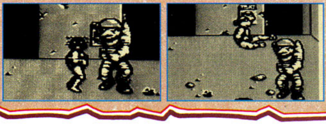
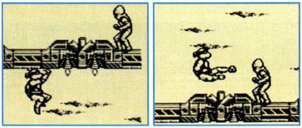
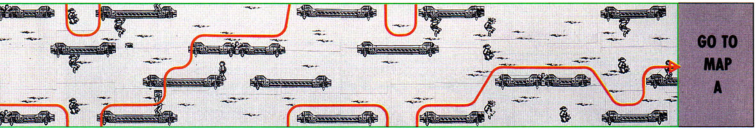




TRIPLE TROUBLE

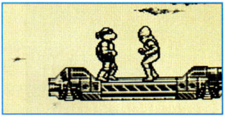
Drop down from the left side of the platform with the triple gun and fall to the right. Time the fall to avoid the bullets and hit the Foot Soldier with a Kick.





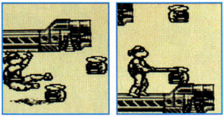
FOOT SOLDIERS

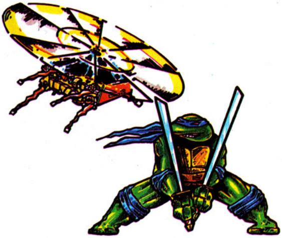
Your best strategy is to approach Foot Soldiers from below. Leap up and cling to the bottom of a platform, then swing up when the Foot Soldier is on the opposite side. Now you can attack.



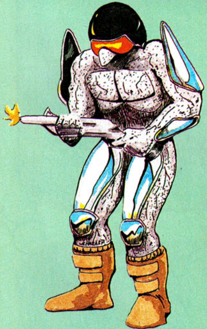
TUBULAR TRANSPORT

These annoying robots home-in on Turtles, so you can't ignore them. If one appears, wait for it and destroy it before trying to make a jump. Another Tubular Transport will soon be on the way.

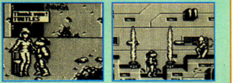


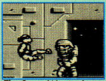


SOME FOES NEVER DIE...



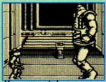
. . . they just get more ticked off, which is why in the sixth and final stage a green Turtle can turn yellow with fear. After navigating a river lined with mines, you'll face the wrath of more Turtle-hating villains.



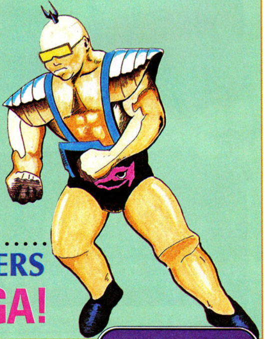


The Stone Warrior has learned a thing or two since your last encounter.

What you can't see can hurt you. Listen for clues.

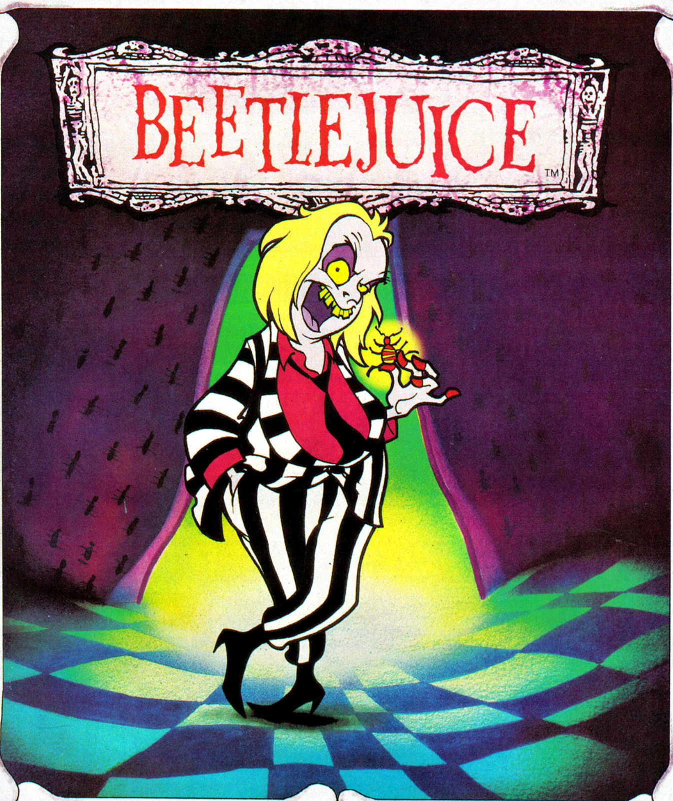


Krang won't be so easy to defeat the second time around.



TMNT: BACK FROM THE SEWERS IN A WORD... COWABUNGA!

BEETLEJUICE™



"Yesiree, Bob. It's me, the Ghost-With-the-Most and I'm at it again. This time LJN is letting me wreak havoc in a new Game Boy adventure!" This game is fairly unique in the fact that it combines action scenes, various puzzle screens, and screens which give you help from Lydia along with the Big "B" himself! The graphics, sound, and play control are all very good! Spirits beware: Beetlejuice is on the loose!

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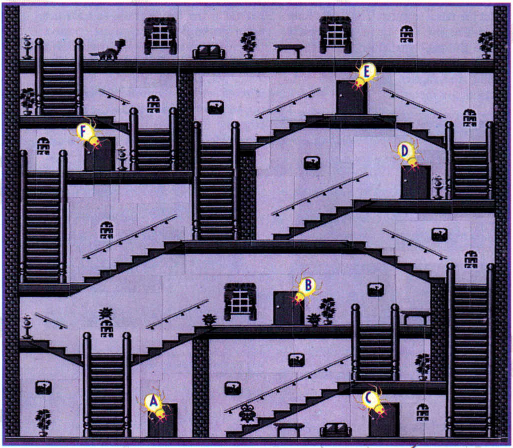
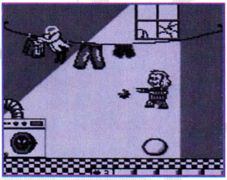
STAGE 1

The Dietz's house sure does have a lot of staircases. They're tricky, too. Most of the diagonal staircases have booby-trapped steps. If you happen to step on one, POW! Down you'll go to the bottom of the stairs. A general rule is to find a solid step then skip the next step and so on. Watch out! Those nasty ghoulies have gotten into the china cabinet and will throw plates at you as you try to go up the long vertical staircases. The best way to make it up the stairs is to jump quickly. Avoid the beastie on the diagonal staircase before you get to door C. It can't be defeated. You must jump over it, but you'll have to find a solid step about half way down the staircase. The sculpture that looks like a mini brontosaurus is also taken over by a ghoul. It usually appears on the upper floors.



Laundry Room

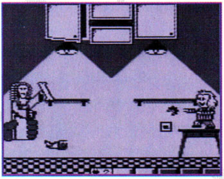
By entering the laundry room door you will find three ghoulies who will appear then hide in the clothing. One at a time, the clothed ghosts will attack you. When the ghosts have been defeated the Bubble Ghost Boss will swoop out of the dryer. Stay on the right side of the screen. It takes 16 hits to defeat the boss. Fire rapidly if you become encased in a bubble.



Each item of clothing can be defeated with three hits and each ghost will take three hits to be exorcised. Watch out for those soap bubbles!

Pantry

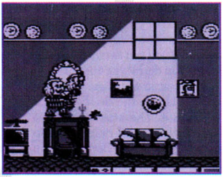
Welcome to the pantry. It's usually in poor taste to stand on tables, but in this room it's definitely the safest spot. Stay there. Cans, jars and various food items will fall out of the upper cabinets. You must shoot at the items to make them collide with the boss on the left side of the screen. Duck or jump to avoid the bone that the boss throws.



This is a relatively easy boss. It will take about eight hits of the falling non-perishable food items to defeat him.

Living Room

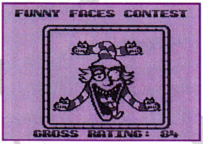
Seven plates line the wall of the living room, but three more pesky ghosts are at it again. As with the clothing in the laundry room it will take three hits to break each plate. Each ghost will be defeated by three hits as well. There is no boss in this room. Watch the movements of the plates and ghosts. They move in a definite pattern.



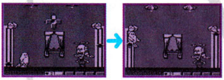
There is no boss in this room. Each ghost has a specific attack pattern. Time your shots accordingly.

Hallway Closet

Take a break in the action for a Funny Faces Contest. Use the A Button to select the facial features. The Gross Rating you receive for your face will help you in the next challenge: The Cross-Key Challenge! The higher your Gross Rating, the higher your pointer will start on the meter.


FUNNY FACES CONTEST

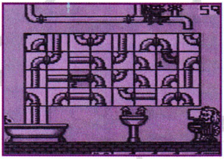
GROSS RATING: 84



Push the directional control on your Game Boy to correspond with the flashing section of the on-screen directional control. Win every time if you're fast!

Bathroom

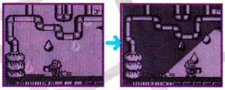
Beetlejuice must tackle heavy-duty plumbing chores in this room. The beastie at the top is going to turn the water on so Beetlejuice must connect the pipes to make the water drain down to the bathtub. There's a catch! The water MUST travel through the pipes marked with the numbers 1 and 2. It can be very helpful to pause the game to stop the timer and to plan your next move. Hold down the A Button when you want to move a segment of pipe.



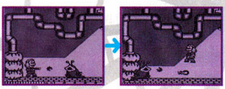
Maybe Beetlejuice should get Mario to help him out with this tricky plumbing task. Nah! He's the Ghost-With-the-Most!

Boiler Room

The object of this room is to get the arrow all the way to the right on the meter. The key to success is to avoid the light-colored, flashing water drops. They will cause the arrow to go to the left. The darker water drops are the ones you want to catch in Beetlejuice's magic bag.

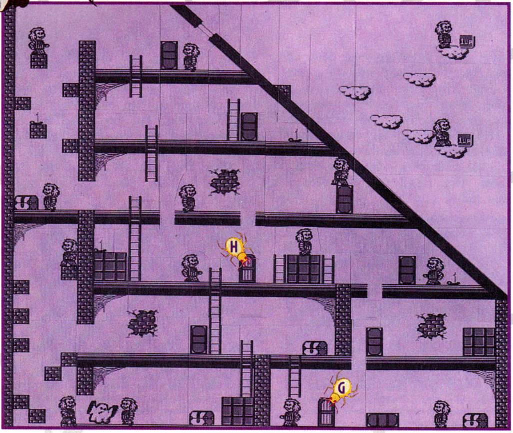


The second phase of this room features a ghost that resembles a giant slug! Avoid the water drops as he circles the room. Blast away when he slimes down the right side of the room. Jump over, then blast him repeatedly as he sits in the lower left corner. He will require quite a few hits to be defeated so be patient and watch the water bombs he shoots at you!



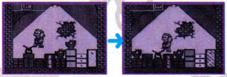
STAGE 2

Now that you've cleared the main part of the house, it's time for a little action in the attic. The object is to defeat the main ghost and monster enemies then exit the house through the skylight at the top of the attic. The stingy Stage 1 gave you no opportunities to find or earn 1-Up's, but Stage 2 will cure that problem in no time flat! There are a couple of rooms in which you can earn a 1-Up and when you defeat the enemies and exit the attic there are a couple more 1-Ups in the clouds outside the house. The attic will take a little patience and brain work to complete. It's not easy! Keep in mind the locations of the candles and the chests which you can open. There are some upright chests which you can blast away to clear a path.



1-Up Room

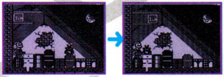
This room is reminiscent of Wendy O. Koopa's boss room in Super Mario World. The idea is the same: Jump on the odd monster out. Hit the odd monster and the 1-Up will move closer to the end of the shelf and will fall down when you've hit the monster enough times.



Jump on the monster with the antennas, but don't hit the others or the 1-up will move the wrong way!

Another 1-Up Room

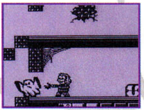
You'll have to work hard to get this 1-Up. The monster will jump from case to case at a blinding rate and then disappear into one of the cases. You have to guess which case was the last one he appeared on. A few correct guesses in a row will net you a 1-Up.



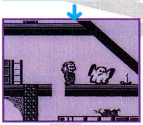
Here's a hint: use the pause feature to your advantage by slowing down the motion of the monster.

How Can I Defeat The Ghost?

The key to defeating the Ghost is knowing exactly how he moves. What makes him angry? Is he attracted to anything in particular? Does he speed up? Knowing the answers to these questions will help you defeat the Ghost. First of all, clear a path to the candle on the third floor by shooting a case out of the way. Get behind the ghost as he moves left and shoot rapidly to force him into the open area at the left. He will go to the second floor, ascend the ladder, and then go to the right. When the Ghost touches the candle he'll be defeated. WHOOSH!



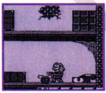
Force the Ghost out to the left by getting behind him and shooting rapidly. This will get him to go up.



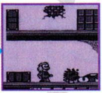
"This Ghost looks a little bit chilly. I'll warm him up with this candle!" That Beetlejuice . . . what a crack-up.

How Do I Defeat The Monsters?

These Monsters are the curious sort. They're always looking for some new kind of trouble to get into. Locate where the Monsters are (they will remain still until provoked) and then find the most convenient trunk. Defeat the small, round monster which comes out and then go back for the main Monster. Shoot him to get him to follow then lure him into the trunk.



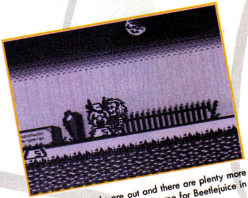
This pesky little guy will hound you until you defeat him. He may be on the small side, but he's tough for his size.



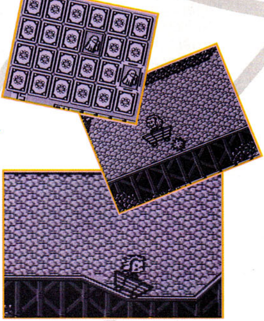
"Hey, Mr. Monster. Why don't you look and see what's in the trunk?" He doesn't know it, but he'll meet his demise here.

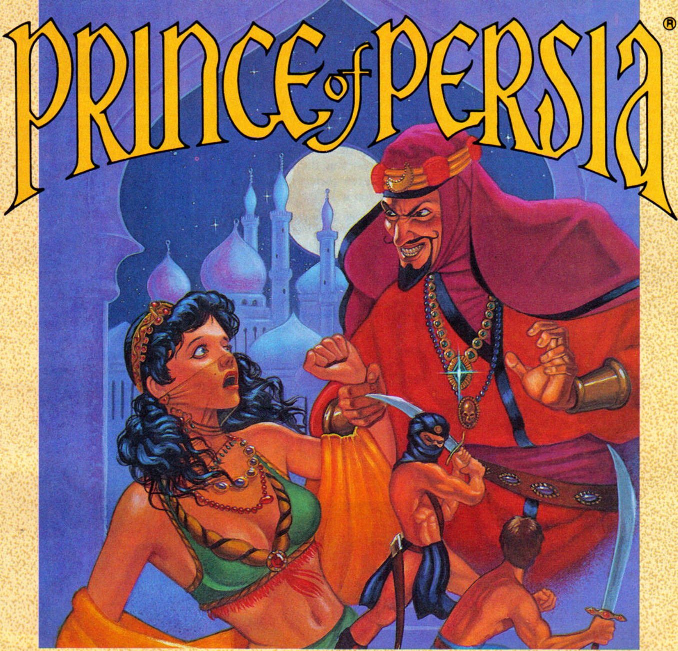
Other Stages

The Ghost-With-the-Most must banish a multitude of ghouls, ghosts and specters in the stages to come. The mixture of action scenes and puzzle screens are a breath of fresh air. Remember, be sure to get as many 1-Ups as possible because the Continues are nowhere to be found. They've vanished! You'll have a blast as Beetlejuice thrashes up all the enemies that this game can dish out.



The spooks are out and there are plenty more challenges to come for Beetlejuice in this adventure!





In Prince of Persia, the latest release for Game Boy by Virgin Games, you play a lovestruck young warrior who has just one hour to save his Princess from the horrible tyrant, Jaffar. The graphics, play control and character animation are particularly impressive. That, combined with 14 challenging levels filled with hidden traps and tricky jumps adds up to make a great, well-rounded action-adventure game to play on your Game Boy.

The Dangers Of The Dungeons

Sword fighting skills help, but quick thinking and fancy footwork is what will make it or break it for you as you make your way through this tricky castle.

Drop Away Floors

Be sure to make a quick leap! With these drop-away floors, you may not always be on solid ground.

Ghosts

Can't seem to beat the Ghost? No surprise. Try pushing him off a ledge for the best results.

Spike Traps

Keep an eye out for signs of a Spike Trap. A long jump will usually get you over safely.

Guards

Watch your distance. As soon as he moves in, block, then jab forward with your Sword. It takes three hits to subdue a Guard.

Snap Traps

Perfect timing is what will determine whether you make it alive. Stand back and make a long jump just as the teeth close.

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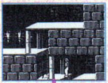
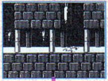
LEVEL 1

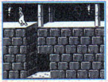
Try following our hero through Level One on his journey to rescue the Princess. Your main goal is to retrieve the sword, but now is a good time to get familiar with the unique play-control and some of the challenging obstacles you are going to have to face later on in the game. The level is divided into three sections on the map so you can easily identify any trouble spots. Step-by-step instructions are included above each section of the map, so head for the start, and start following along to the left!



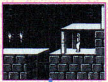
I almost fell through this tricky drop away floor! I bet I can grab the ledge as I fall by holding the B Button . . .



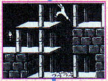
I'd better remember that useful trick! I can get hurt if I try to jump from a really high spot.



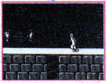
It looks like there might be a Spike Trap down there, but how can I open the door?



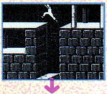
Oh! Stepping on these shaded spots will activate a door switch. Better hurry before it closes!



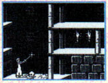
I'm lucky I kept running or else I would have surely ended up like that gravel. Those platforms could break at any second.



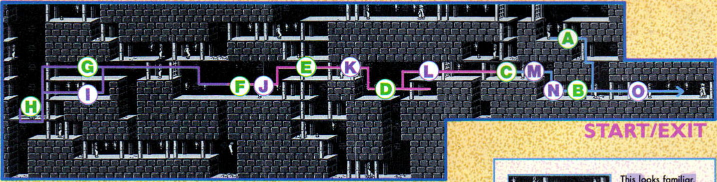
If I step on the left switch, the door closes. A press of the A Button from just before the gap should get me past.

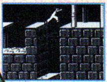


More holes in the floor means more Spike Traps. I'd better make use of another long jump in this case.

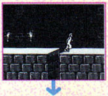


I can pick up items by pressing Down on the Control Pad. This Sword sure will be useful in battle.

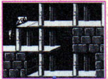




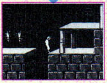
Now I suppose I should go back the way I came. Good thing I remember all the tough spots I already went through!



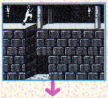
Now that I have the Sword, I should be able to fight some enemies. I haven't seen any yet, though . . .



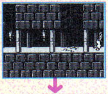
When I pulled myself up this time, I also managed to activate the door switch so I can keep going to the right!



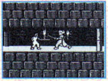
Pushing Up on the Control Pad will help me reach this high ledge. Then, I can jump across this wide gap.



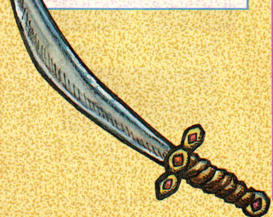
This looks familiar. Yes—I am very close to where I started out on my journey . . .

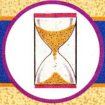


Hmmm . . . I wonder what might happen if I continue going to the right. Maybe I'll find something . . .



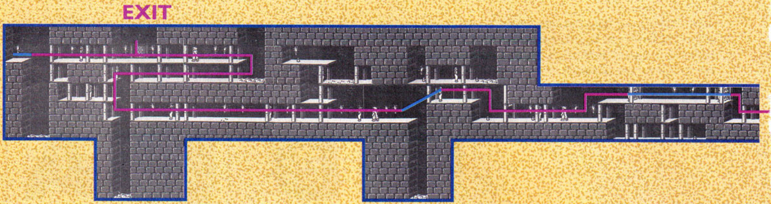
My first enemy! My Sword is used automatically, so all I have to remember is to block (B Button) and jab (A Button). Wish me luck!



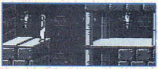


LEVEL 2

Now it's time to put those sword fighting skills to good use—especially with three Guards to contend with! Tricky spots are marked in blue on the map. See above or below those sections for tips.

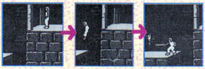


Exit Switch



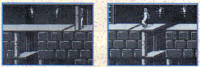
It's another good time to utilize your long jumping skills! Grab the ledge in mid air to activate the exit switch and complete the level.

Tricky Jump



Stand two steps from the edge, jump up and pull yourself up to the next platform for a Life refill. Hop back down and stand near the edge of the ledge. A long jump should get you across.

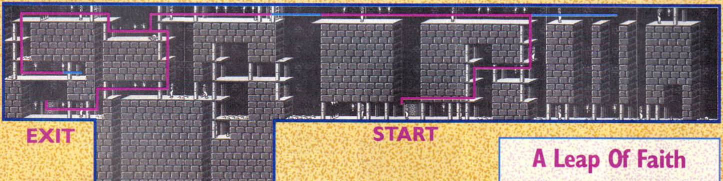
Silly Switches



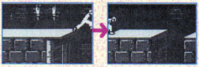
This section takes a little planning. Activate the first switch, carefully step forward to break away the floor, but don't land on the next switch. Instead, make a long jump and avoid the second switch or else the door will close.

LEVEL 3

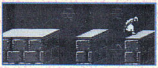
Level Three can be really challenging! There are many dead ends and some difficult jumps. Try experimenting—that's the key to discovering the secrets of this level.



A Leap Of Faith

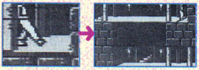


To Reach The Switch



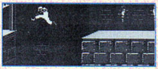
It's not too apparent at first, but if you make a long jump to the right, you will find the path to the exit switch you will need to open a door later on in the level.

Exit Switch



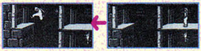
The final exit switch is on the same screen as the door, but you must work your way up and around to get to it.

One Chance



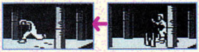
Run from the right to the left, and make a long jump about three or four steps before the edge. It may take a few tries to get this move down.

Long Jump

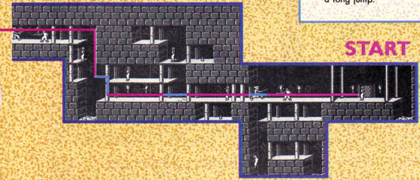


This jump looks almost impossible, but you can do it! From the top ledge, make a long jump and grab that ledge in mid air.

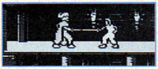
Spike Trap



Stand right in front of the holes and make a long jump.



Another Guard

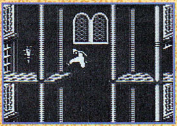


For the first Guard, move in until your Sword appears, then wait for him to come to you. As soon as he gets close enough, let him have it.

THE WORST IS YET TO COME!

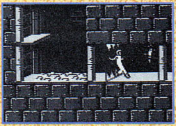
Making it through the first three levels got you off to a good start, but there are still eleven more challenging levels you must leap your way through in order to save your true love. Remember everything you have learned so far—it will prove to be helpful as you continue on your way. Don't give up yet!

LEVEL 5



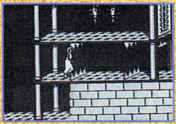
It could be your imagination, but just when you thought you had that jumping technique down pat, those gaps seemed to get wider . . .

LEVEL 8



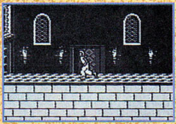
You had better step lively around here, because those Spike Traps seem to have gotten a lot hungrier!

LEVEL 10



Now that does it! Even those Exit Switches have gotten much trickier as you progress deeper and deeper into the game.

LEVEL 14



But the ever-present vision in your mind of the beautiful Princess will see you through. Be prepared for the final confrontation!

SUPER MARIO ADVENTURES™

Illustration
Charlie Nozawa

Story
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Nintendo®

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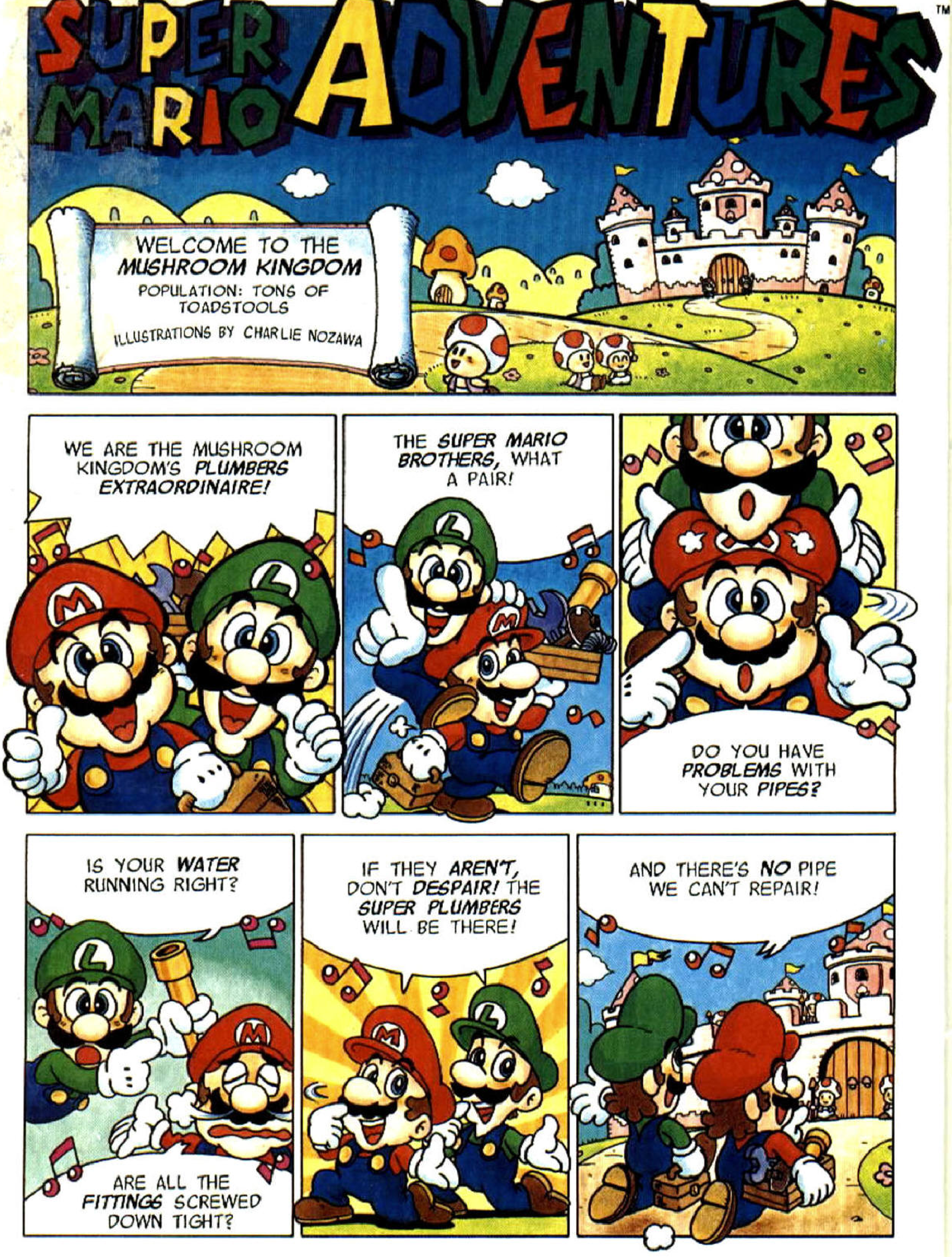
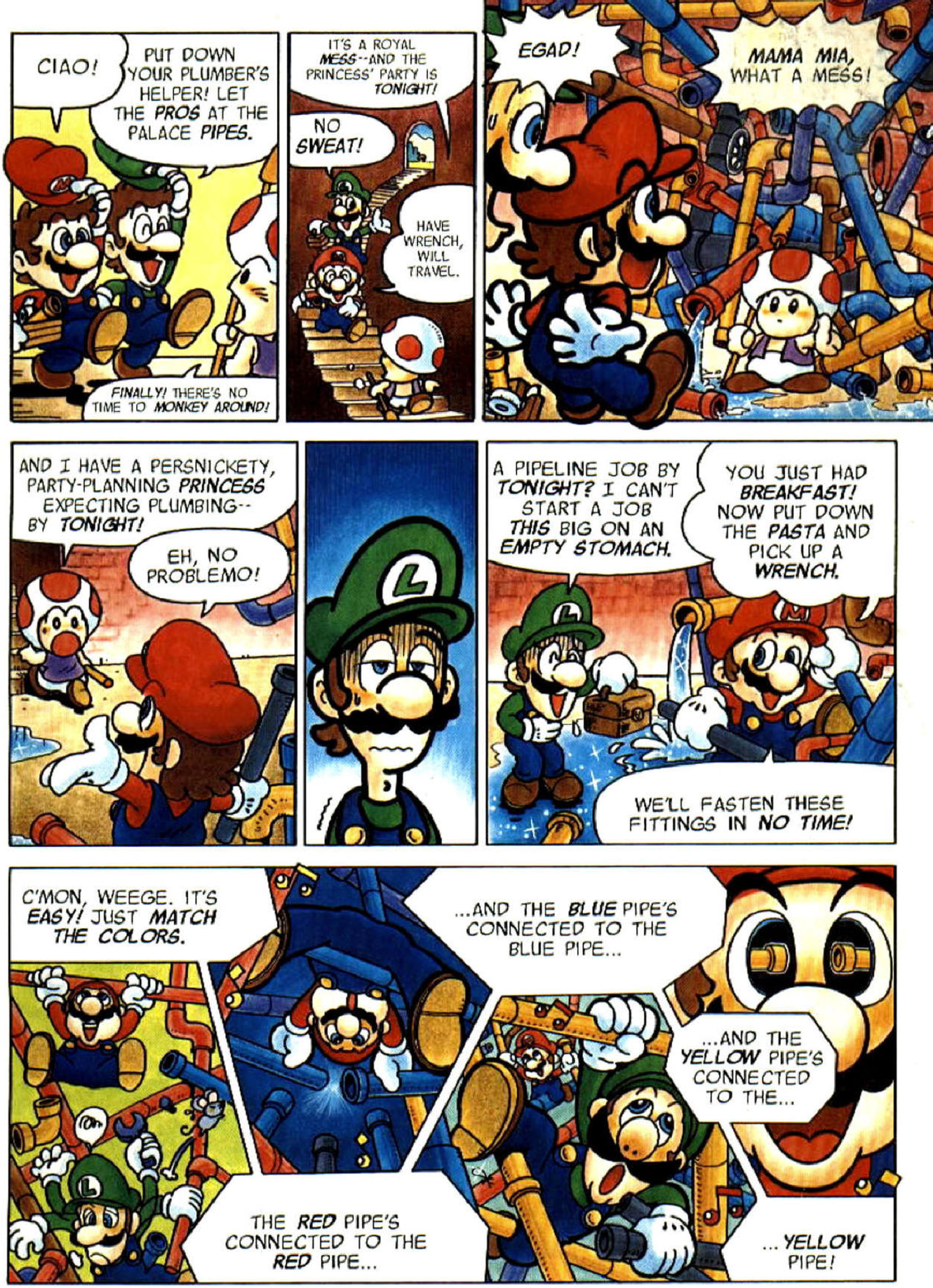
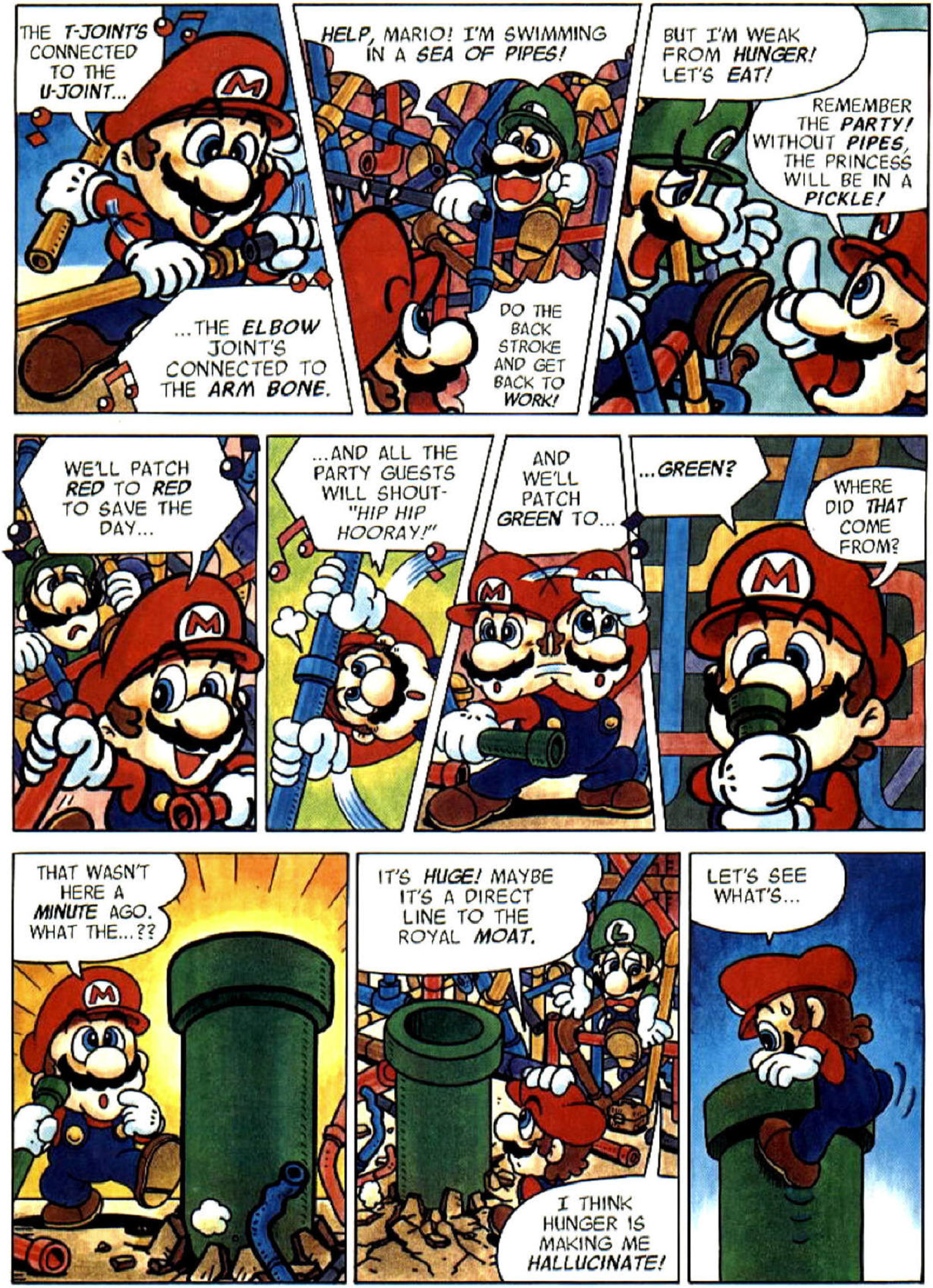
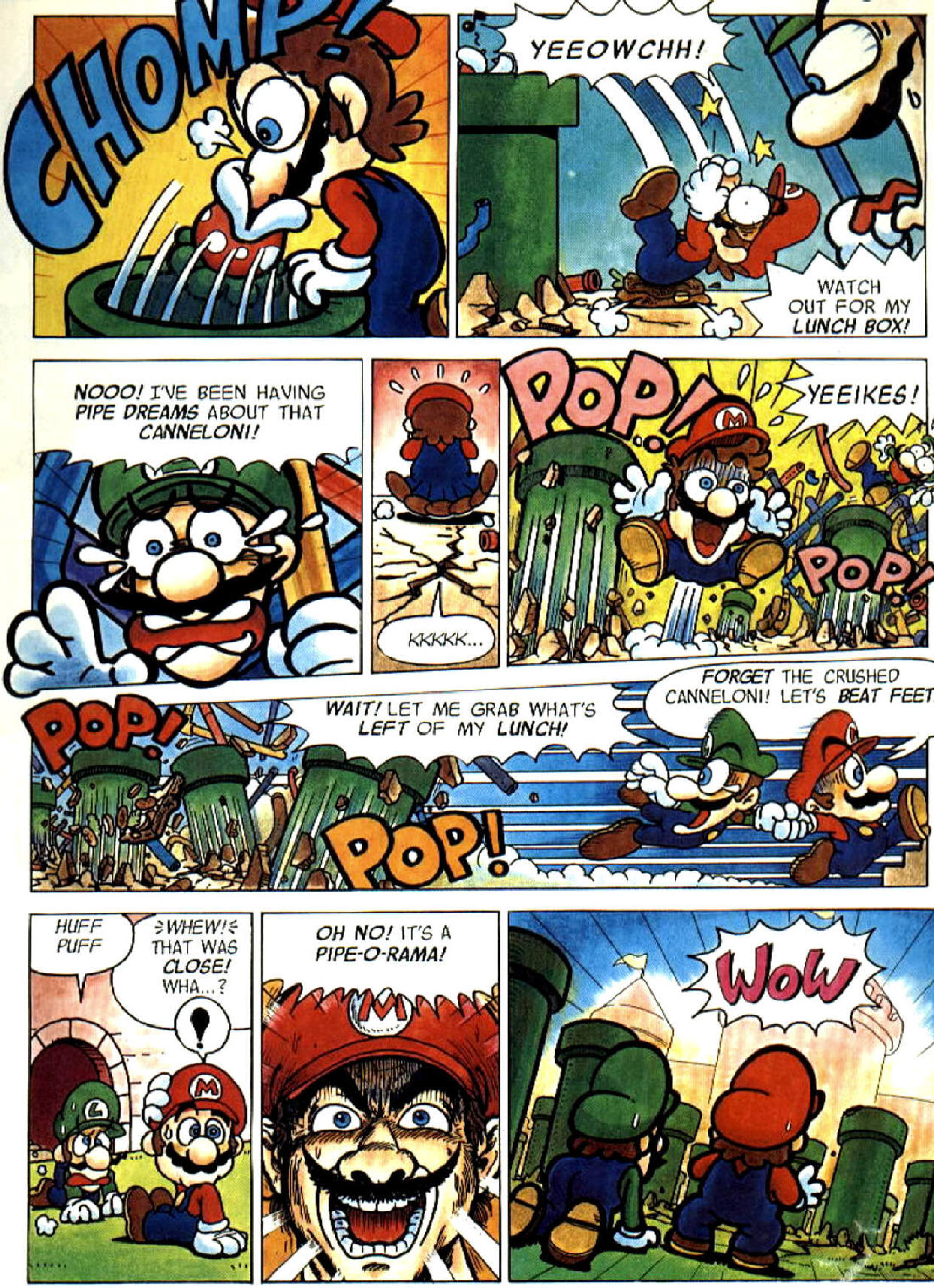
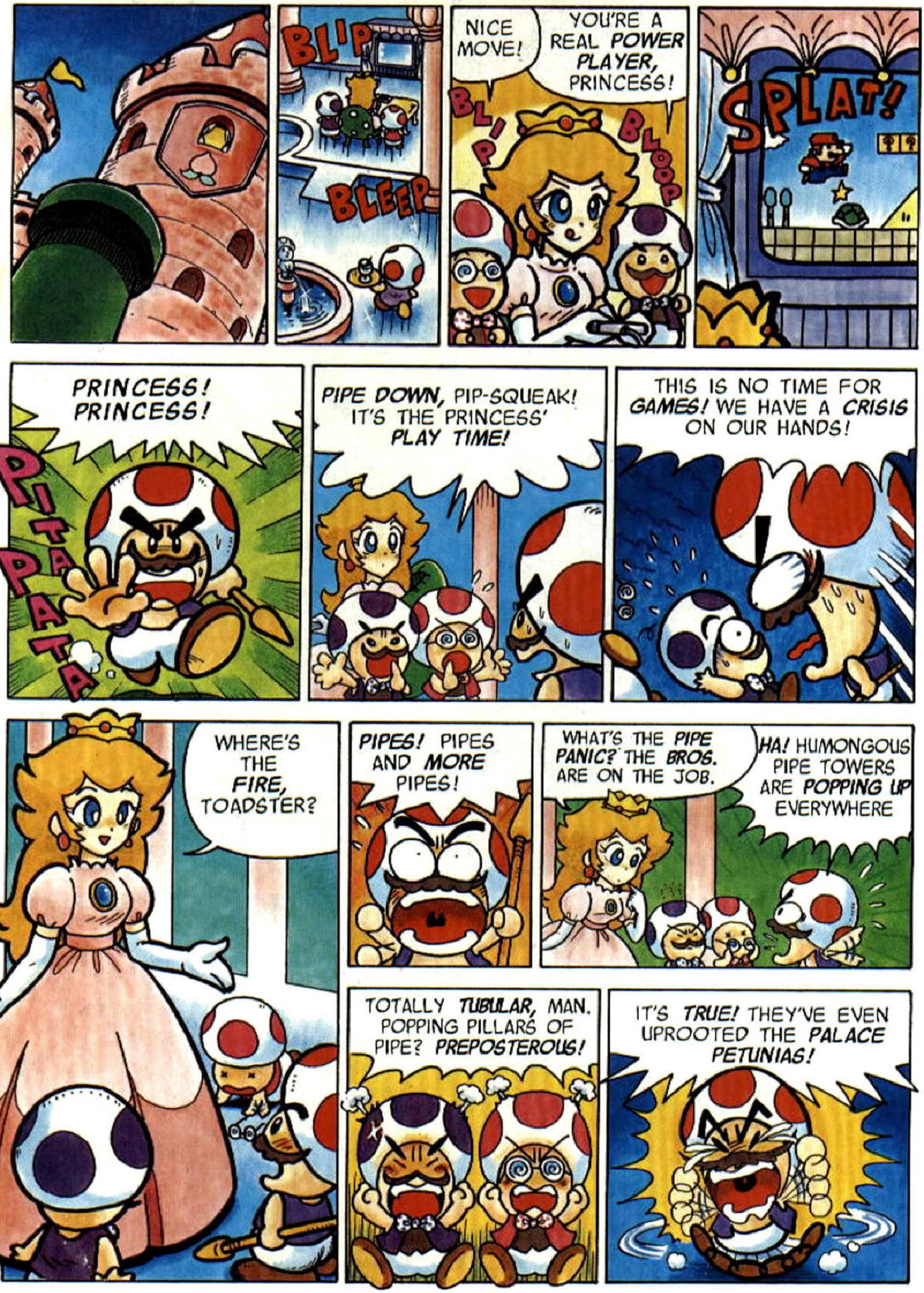
SUPER MARIO ADVENTURES™

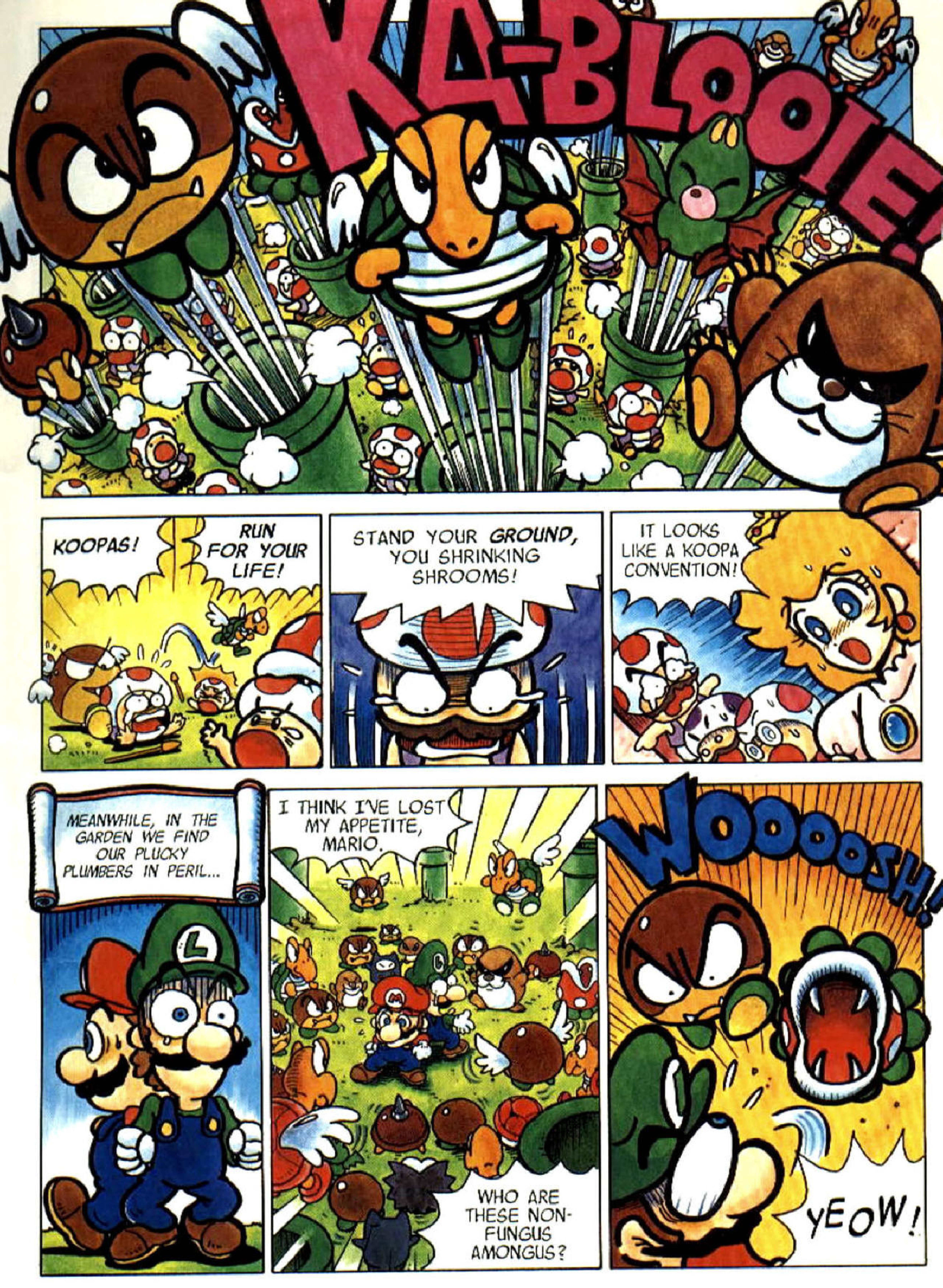

WELCOME TO THE *MUSHROOM KINGDOM*
POPULATION: TONS OF TOADSTOOLS
ILLUSTRATIONS BY CHARLIE NOZAWA
WE ARE THE MUSHROOM KINGDOM'S *PLUMBERS EXTRAORDINAIRE!*
THE *SUPER MARIO BROTHERS,* WHAT A PAIR!
DO YOU HAVE *PROBLEMS* WITH YOUR *PIPES?*
IS YOUR *WATER* RUNNING RIGHT?
ARE ALL THE *FITTINGS* SCREWED DOWN TIGHT?
IF THEY *AREN'T,* DON'T *DESPAIR!* THE *SUPER PLUMBERS* WILL BE THERE!
AND THERE'S *NO* PIPE WE CAN'T REPAIR!

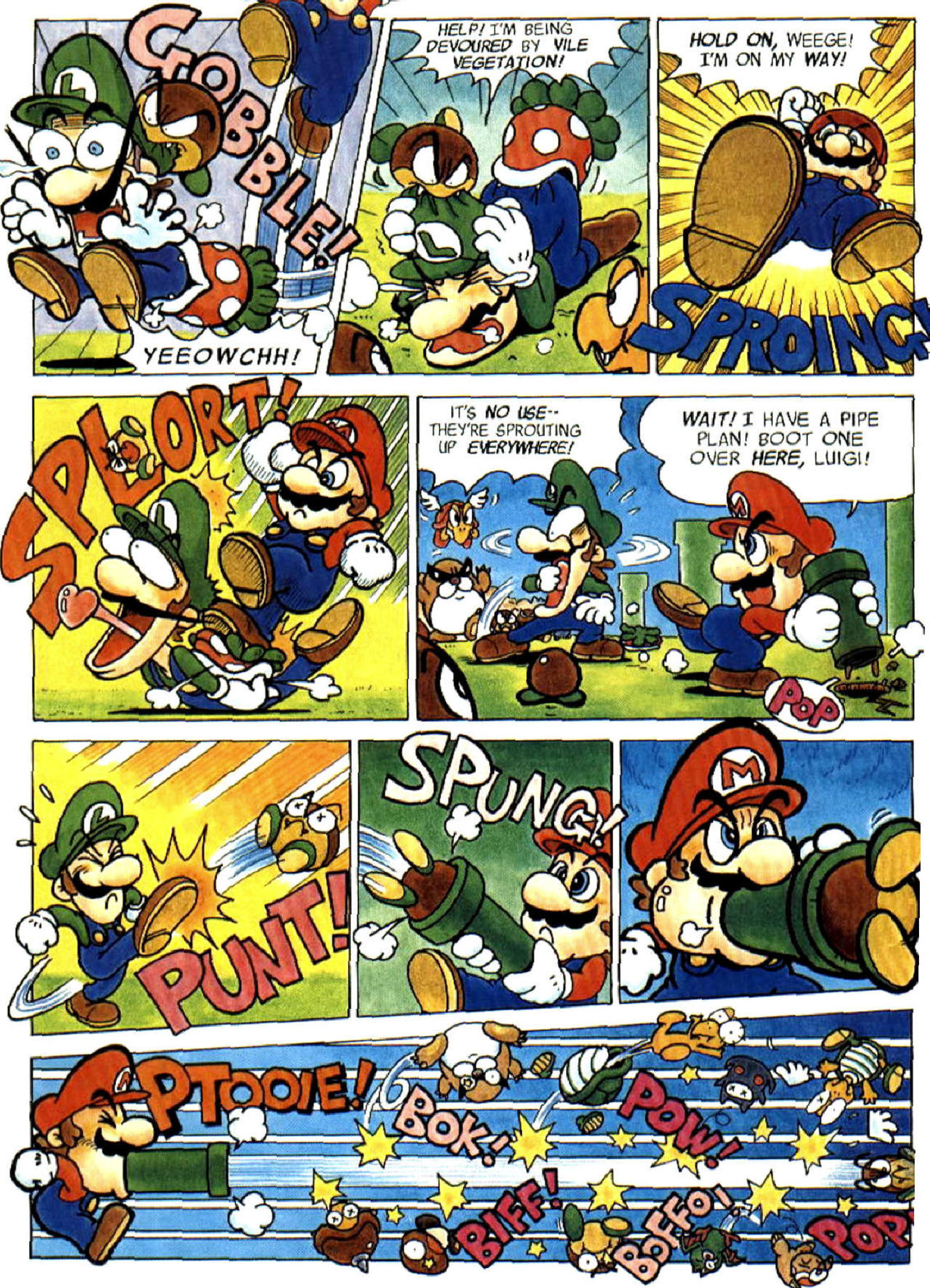

CIAO!
PUT DOWN YOUR PLUMBER'S HELPER! LET THE PROS AT THE PALACE PIPES.
FINALLY! THERE'S NO TIME TO MONKEY AROUND!
IT'S A ROYAL MESS--AND THE PRINCESS' PARTY IS TONIGHT!
NO SWEAT!
HAVE WRENCH, WILL TRAVEL.
EGAD!
MAMA MIA, WHAT A MESS!
AND I HAVE A PERSNICKETY, PARTY-PLANNING PRINCESS EXPECTING PLUMBING--BY TONIGHT!
EH, NO PROBLEMO!
A PIPELINE JOB BY TONIGHT? I CAN'T START A JOB THIS BIG ON AN EMPTY STOMACH.
YOU JUST HAD BREAKFAST! NOW PUT DOWN THE PASTA AND PICK UP A WRENCH.
WE'LL FASTEN THESE FITTINGS IN NO TIME!
C'MON, WEEGE. IT'S EASY! JUST MATCH THE COLORS.
THE RED PIPE'S CONNECTED TO THE RED PIPE...
...AND THE BLUE PIPE'S CONNECTED TO THE BLUE PIPE...
...AND THE YELLOW PIPE'S CONNECTED TO THE...
...YELLOW PIPE!

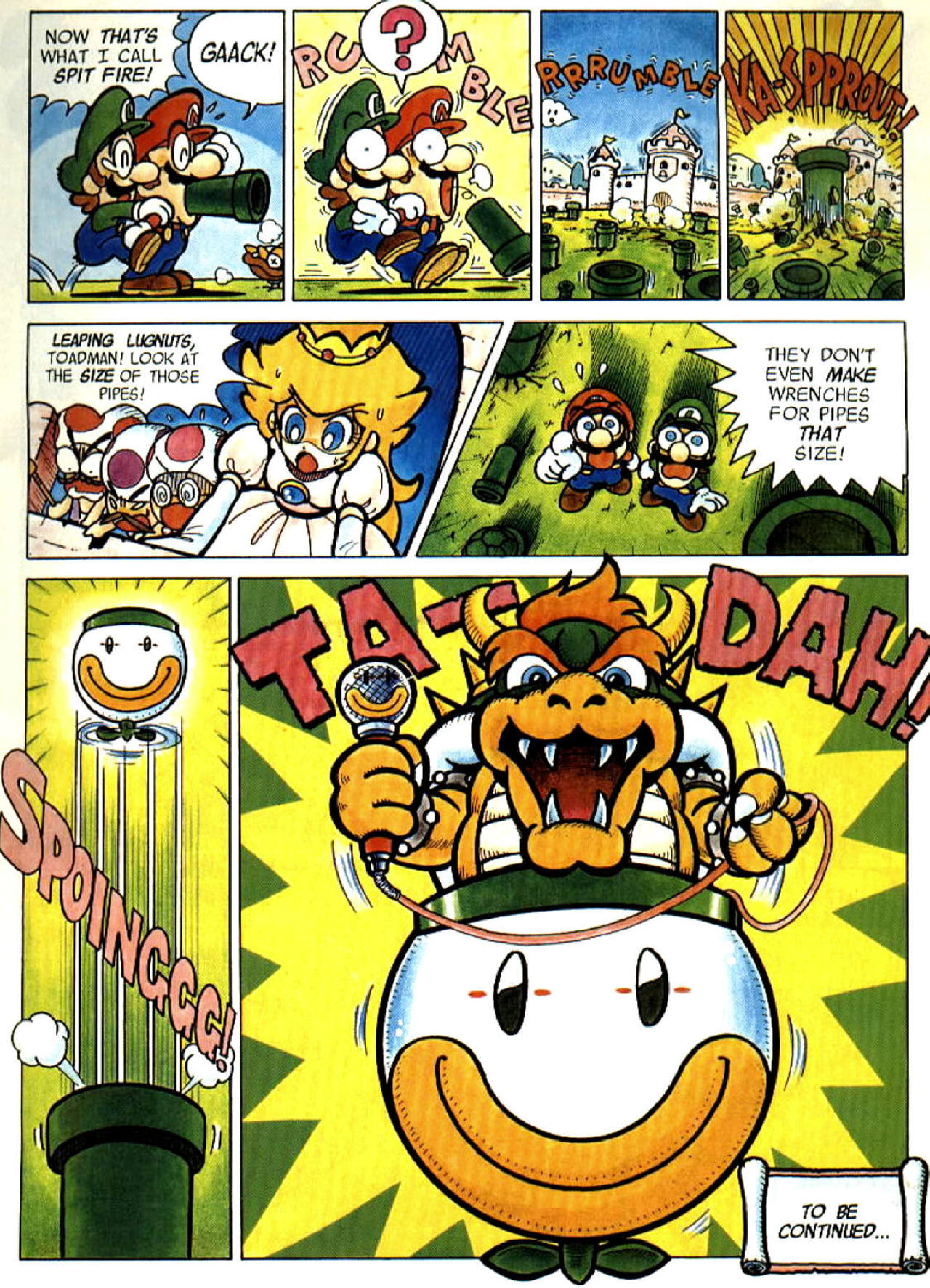

THE *T-JOINT'S* CONNECTED TO THE *U-JOINT*...
...THE *ELBOW* JOINT'S CONNECTED TO THE *ARM BONE*.
HELP, MARIO! I'M SWIMMING IN A *SEA OF PIPES!*
DO THE BACK STROKE AND GET BACK TO *WORK!*
BUT I'M WEAK FROM *HUNGER!* LET'S *EAT!*
REMEMBER THE *PARTY!* WITHOUT *PIPES*, THE PRINCESS WILL BE IN A *PICKLE!*
WE'LL PATCH *RED* TO *RED* TO SAVE THE DAY...
...AND ALL THE PARTY GUESTS WILL SHOUT- *"HIP HIP HOORAY!"*
AND WE'LL PATCH *GREEN* TO...
...*GREEN?*
WHERE DID *THAT* COME FROM?
THAT WASN'T HERE A *MINUTE* AGO. WHAT THE...??
IT'S *HUGE!* MAYBE IT'S A DIRECT LINE TO THE ROYAL *MOAT*.
I THINK HUNGER IS MAKING ME *HALLUCINATE!*
LET'S SEE WHAT'S...


CHOMP!!
YEEOWCHH!
WATCH OUT FOR MY *LUNCH BOX!*
NOOO! I'VE BEEN HAVING *PIPE DREAMS* ABOUT THAT *CANNELONI!*
KKKKK...
POP!
YEEIKES!
POP!
POP!
WAIT! LET ME GRAB WHAT'S *LEFT* OF MY *LUNCH!*
FORGET THE CRUSHED CANNELONI! LET'S *BEAT FEET!*
POP!
HUFF PUFF
WHEW! THAT WAS *CLOSE!* WHA...?
!
OH NO! IT'S A *PIPE-O-RAMA!*
WOW


BLIP
BLEEP
NICE MOVE!
YOU'RE A REAL POWER PLAYER, PRINCESS!
BLIP
BLOOP
SPLAT!
PRINCESS! PRINCESS!
PITA PATA
PIPE DOWN, PIP-SQUEAK! IT'S THE PRINCESS' PLAY TIME!
THIS IS NO TIME FOR GAMES! WE HAVE A CRISIS ON OUR HANDS!
WHERE'S THE FIRE, TOADSTER?
PIPES! PIPES AND MORE PIPES!
WHAT'S THE PIPE PANIC? THE BROS. ARE ON THE JOB.
HA! HUMONGOUS PIPE TOWERS ARE POPPING UP EVERYWHERE
TOTALLY TUBULAR, MAN. POPPING PILLARS OF PIPE? PREPOSTEROUS!
IT'S TRUE! THEY'VE EVEN UPROOTED THE PALACE PETUNIAS!


KA-BLOOIE!
KOOPAS!
RUN FOR YOUR LIFE!
STAND YOUR *GROUND*, YOU SHRINKING SHROOMS!
IT LOOKS LIKE A KOOPA CONVENTION!
MEANWHILE, IN THE GARDEN WE FIND OUR PLUCKY PLUMBERS IN PERIL...
I THINK I'VE LOST MY APPETITE, MARIO.
WHO ARE THESE NON-FUNGUS AMONGUS?
WOOOOOSH!!
YEOW!

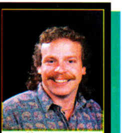

GOBBLE!
YEEOWCHH!
HELP! I'M BEING DEVOURED BY VILE VEGETATION!
HOLD ON, WEEGE! I'M ON MY WAY!
SPROING!
SPLORT!
IT'S NO USE-- THEY'RE SPROUTING UP EVERYWHERE!
WAIT! I HAVE A PIPE PLAN! BOOT ONE OVER HERE, LUIGI!
POP
PUNT!
SPUNG!
PTOOIE!
BOK!
POW!
BIFF!
BOFFO!
POP


NOW THAT'S WHAT I CALL SPIT FIRE!
GAACK!
RUMBLE
?
RRRUMBLE
KA-SPPROUT!
LEAPING LUGNUTS, TOADMAN! LOOK AT THE SIZE OF THOSE PIPES!
THEY DON'T EVEN MAKE WRENCHES FOR PIPES THAT SIZE!
SPOINGGG!
TA-DAH!
TO BE CONTINUED...

COUNSELORS' CORNER!

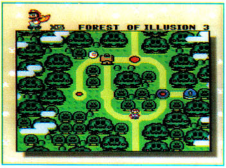
SUPER MARIO WORLD

HOW DO I GET OUT OF FOREST OF ILLUSION 3?

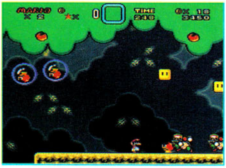


Jeffery Decker

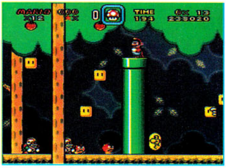
Many people seem to be having trouble finding the secret exit to Castle #5 from Forest of Illusion 3. Don't despair. Although it is hidden, the exit is easy to reach. Near the end of Forest of Illusion 3 you'll find a tall green pipe. To reach the pipe you'll have to get past the team of Bob-ombs and Chargin' Chucks that are lined up against you. Once there, hop to the top of the pipe and jump down into the secret underground area. There you'll find a Key protected by breakable blocks. Use your Spin Jump to smash the blocks, then take the Key and put it in the Keyhole to reach the secret exit. Now you'll be able to move on through the forest to Castle #5, where Roy Koopa is waiting.



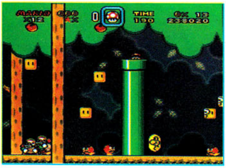
Forest of Illusion 3 has two exits. One leads to the Forest Ghost House. The other leads to Castle #5.



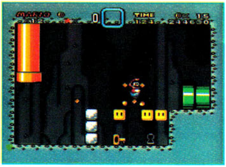
You'll have to run the gauntlet of Bob-ombs and Chargin' Chucks before you reach the pipe.



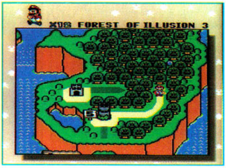
Go almost all the way to the end of Forest of Illusion 3 and jump up onto the tall green pipe.



Duck down the tall green pipe into the hidden underground world that leads to the secret exit.



Use the Spin Jump to break the blocks so you can take the Key and insert it into the Keyhole.

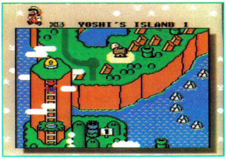


Now the road will be open through the forest to Castle #5, where Roy Koopa is waiting.

? WHERE ARE THE FOUR SWITCH PALACES? ?

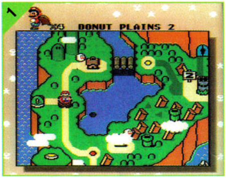
The Yellow Switch Palace is easy to find; just head to the left from Yoshi's House. You can reach the three remaining switch palaces through secret exits in Donut Plains 2, Vanilla Dome 2 and Forest of Illusion 2. The Green Switch Palace is accessible through Donut Plains 2. Take the second green pipe up into the room with the Chargin Chuck. You must be Super Mario, because you'll have to Spin Jump to break out the blocks and grab the blue shell. Then throw the shell at the highest block in the air so a vine grows up to a hidden room. The Key and Keyhole are in that room. Use the P Switch in Vanilla Dome 2 near the wall of blocks to turn them into coins. Run through the coins and jump down. You'll find the Key on a ledge and the Keyhole in the water. Swim carefully with the Key to the Key Hole, which unlocks the Red Switch Palace. In Forest of Illusion 2, swim to the far right, then move down past the Urchins. Head to the left when you reach the bottom. Beyond the block is a wall through which Mario can walk or swim to reach the Key and Keyhole, but watch out for the Rip Van Fish or you might not reach the Blue Switch Palace!

YELLOW SWITCH PALACE

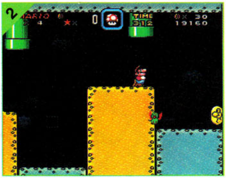


The Yellow Switch Palace is easy to reach.

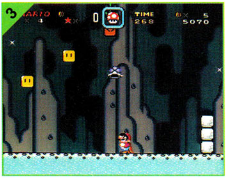
GREEN SWITCH PALACE



Reach the Green Switch Palace via Donut Plains 2.

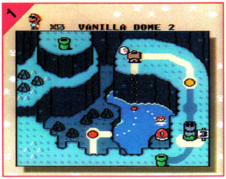


Take the second green pipe when Mario is big.

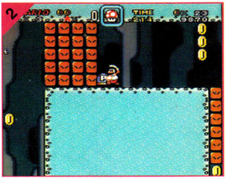


Throw the blue shell at the highest block.

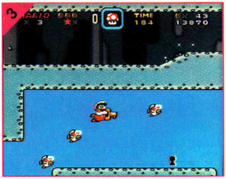
RED SWITCH PALACE



Reach the Red Switch Palace via Vanilla Dome 2.

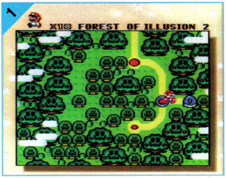


Take the P Switch to the wall of blocks and hit it.

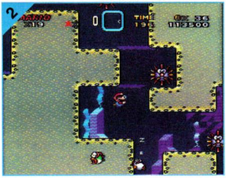


Take the Key and swim with it to the Key Hole.

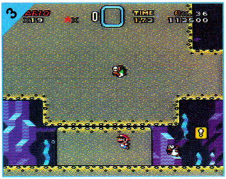
BLUE SWITCH PALACE



Reach the Blue Switch Palace via Forest of Illusion 2.



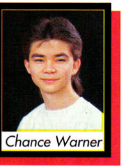
Move downward past the Urchins with care.



Swim through the wall to the left to get the Key.

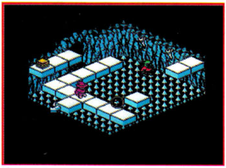
SOLSTICE

WHAT DO I DO ONCE I HAVE 5 STAFF PIECES AND 3 KEYS?

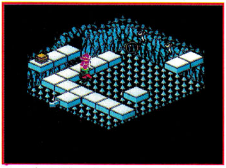


Chance Warner

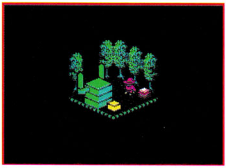
Once you have the five pieces of the Staff and three Keys, your next objective is to find the Fourth Key. If earlier you visited the room that is marked with a star, you may think it is a dead end, but once you have five pieces of the Staff and three Keys, two blocks will appear and you will be able to reach the room's exit. The easiest route from Start is to follow the route indicated by the map below. From Start, make your way south and west to the blue, multilevel room. Drop down four levels and go straight ahead until you reach the large multilevel room shown in the photos. In that room, position the bubble in the corner so the gremlin changes his route. Now you can get a lift on the gremlin to reach the next level and proceed to the room with the star. The Fourth Key is close by. Soon after this you'll find a teleporter that transports you to the tower where the final piece of the staff awaits.



The gremlin moves in the wrong direction to be of any help to you when you first reach this room.

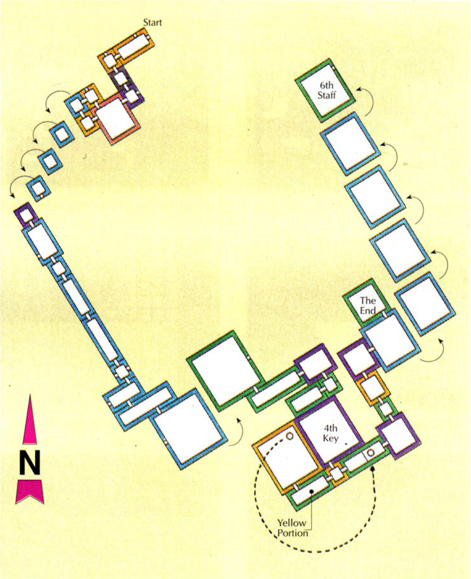


Place the bubble in the corner then hop on the gremlin. From its head you can reach the higher level.



Blocks appear if you have five pieces of the Staff and three Keys. The exit is now in reach.

THE ROUTE TO THE FOURTH KEY



Follow the route indicated by the map once you've found five of the Pieces of the Staff and three Keys. If you are already deep in the maze, go to the room indicated by a star. It may have seemed like a dead end before, but now there will be two blocks so you can reach the exit.

BILL & TED'S EXCELLENT VIDEO GAME ADVENTURE

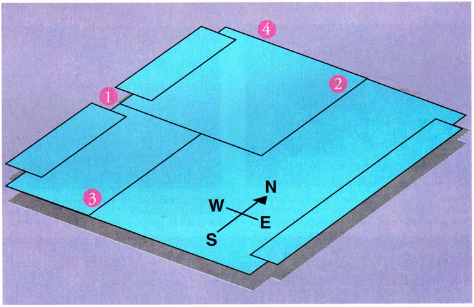
WHERE ARE THE BALLS IN THE WESTERN WORLD?

Stefan Parker

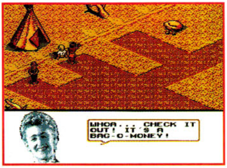
Before you can timenap the historical dude or babe in Western World you must find the four hidden Baits. Look for the first Bait in front of a tepee just past the first Horse Ride on the west side of the world. The second Bait is in the northeast area. From the northeast corner, walk west to an intersection, then head south a short distance until you see two rocks and a tepee. Jump in front of the tepee for the Bait. For the third Bait, head east from the southwest corner and turn north at the first intersection. Look for two stumps on the left-hand side. Just beyond them is a rock. Jump in front of the rock to score the Bait. The final Bait lies east of the northwest corner in an alley between the first two buildings you reach.

WESTERN WORLD

Most areas of Western World look pretty much the same—a stump here, a rock there. Use intersections and buildings as landmarks.

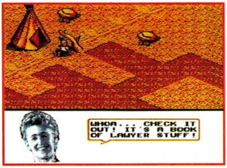


①


WHOA... CHECK IT OUT! IT'S A BAG-O-MONEY!

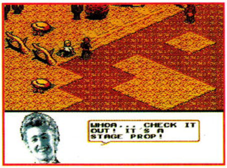
Jump in front of the tepee, beyond the first Horse Ride on the west side and near the intersection.

②


WHOA... CHECK IT OUT! IT'S A BOOK OF LAWYER STUFF!

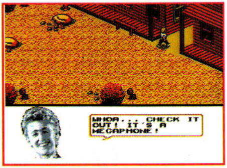
Jump in front of the tepee near the intersection west of the northeast corner. Seek two rocks and a stump.

③

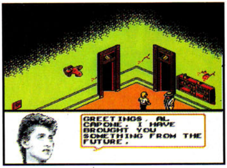

WHOA... CHECK IT OUT! IT'S A STAGE PROP!

Travel east then north from the southwest corner. Jump in front of the rock just above two stumps.

④


WHOA... CHECK IT OUT! IT'S A MEGAPHONE!

Go east from the northwest corner until you reach the first two buildings. Enter the alley between them.


GREETINGS, AL CAPONE. I HAVE BROUGHT YOU SOMETHING FROM THE FUTURE.

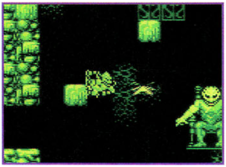
Once you have the four Baits, look in the buildings and use clues from people to find the historical character.

GARGOYLE'S QUEST

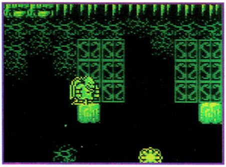
HOW DO I DEFEAT RUSHIFELL?

Dave Hunziker

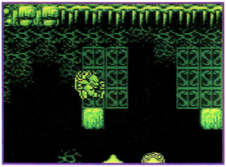
Once you've slipped past the spikes and collapsing roofs of Rushifell's lair, you've still got Rushifell himself to defeat. It won't be easy, but there are ways to disarm Rushifell's potent fireball. Attack him with the Boomerang from the lower block on the left side of the room. Aim for Rushifell's head and remember that the Boomerang attack will be effective only if the Boomerang is thrown when the monster's arms are down. Watch for the appearance of Rushifell's Heat-seeking fireball, as well. He'll start flashing as a warning signal. When the fireball starts to form, jump to the upper block, and when the Heat-seeker comes toward you, jump up and down on the block. The scrolling action that results from your jumping will make Rushifell's shot vanish off the screen before it has a chance to scorch you. Now you can jump back to the lower block and resume your attack until Rushifell releases another fireball. A second method is to race around the blocks in a clockwise direction when Rushifell fires the Heat-seeker. Again, the scrolling action makes the fireball disappear. It will take about 15 hits and a lot of jumping back and forth to defeat the fiend and earn Infinite Flight, Darkfire and the Eternal Candle as your prizes. Afterwards, you'll still have to face the dangers of Breager's Castle in order to save the Ghoul Realm and finish the game.



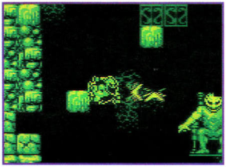
Attack repeatedly from the lower left block with a Boomerang. It will take 15 hits to beat Rushifell, but you won't be able to strike all 15 at one time.



When Rushifell releases the fireball, jump to the upper block. You can't dodge the heat-seeking attack, but you'll be able to make it disappear.

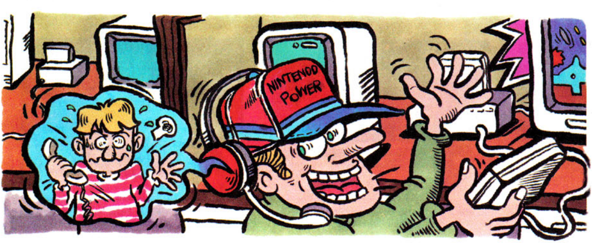


Jump up and down so the screen will scroll. The scrolling action should be enough to make the fireball disappear at the bottom of the screen.



Now jump back down to the lower block and attack. Make sure Rushifell's arms are lowered before throwing the Boomerang at him.

SOME GAME GOT YOU STUMPED? GET THE BEST TIPS IN TOWN FROM THE PROS.



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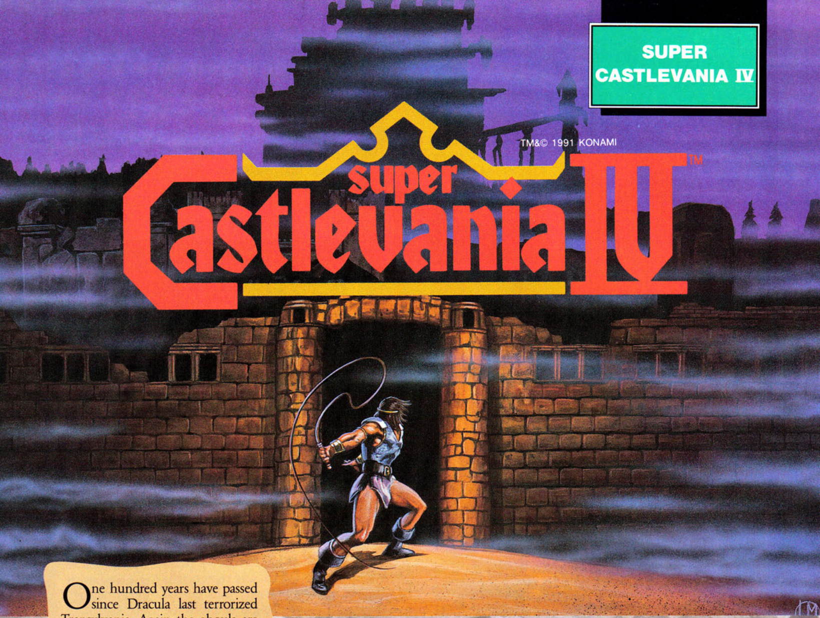

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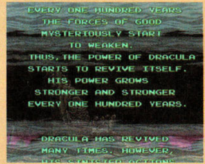
One hundred years have passed since Dracula last terrorized Transylvania. Again the ghouls are abroad and the night is shattered by the howling of wolves. With whip in hand, Simon Belmont begins a journey into darkness. Thus begins Konami's blood-chilling Super Castlevania IV for the Super NES.

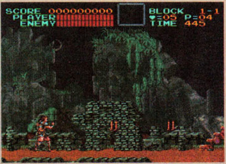


EVERY ONE HUNDRED YEARS
THE FORCES OF GOOD
MYSTERIOUSLY START
TO WEAKEN.
THUS, THE POWER OF DRACULA
STARTS TO REVIVE ITSELF.
HIS POWER GROWS
STRONGER AND STRONGER
EVERY ONE HUNDRED YEARS.

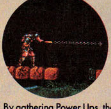
DRACULA HAS REVIVED
MANY TIMES. HOWEVER,

A NIGHT OF ACTION

As anyone who has played a Castlevania game knows, the Belmonts use whips in their pursuit of Dracula. In Castlevania IV, the Whip can be directed in eight directions; it can be swung with a circular motion, and it can be used as a swing to cross open spaces. Simon's jumping is also improved, and he can squat down to pass under low ledges. As in some other Castlevania games, you will find items for special attacks, and the game is saved using Password symbols.

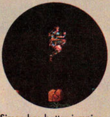


WHIP



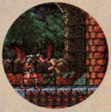
By gathering Power Ups, the Whip becomes a Morning Star with greater range and a more damaging attack. You can also use it to swing across open spaces.

JUMP



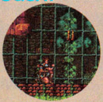
Simon has better jumping control than ever before, and you'll need it when making leaps to swinging chandeliers or when avoiding swift enemies like panthers.

ITEMS



Some items can be used as weapons and cost a certain number of Hearts when used. Other items like Pork Chops refill lost sections of Simon's Life Meter.

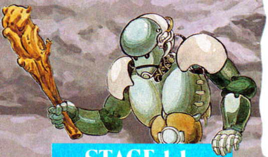
SQUAT



Press down and either left or right on the Controller and Simon will move forward in a squatting position. This is the only way he can pass through low openings.

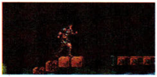
STAGE 1

The desperate crusade begins in the outer grounds of a castle guarded by Skeletons and swooping bats. Mr. Hed, a flying horse head, attacks in the stable before you reach Rowdain, the skeleton knight on his skeleton horse.



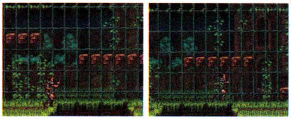
QUICK STEPS

Some blocks crumble if you stand on them too long. Keep moving. Time is short.

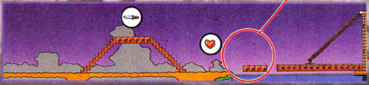


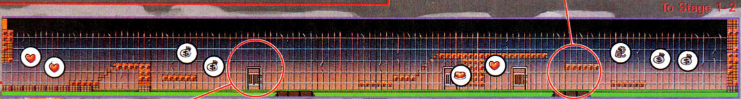
ONE GIANT STEP

Watch the ground in front of Simon for bottomless pits, or he might take an endless step to his doom. Make your way around the pits by going through the door. As you do so, beware of flying bats approaching from the right. Collect all the items by backtracking on both sides of the fence.



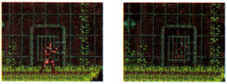
STAGE 1-1





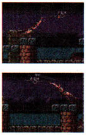
FENÇED IN OR FENCED OUT?

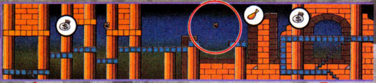
Step through the gate and Simon can walk on the inside of the fence. Bottomless pits force you to explore both sides, and you don't want to miss the extra Hearts. Some of the candles are difficult to see on the inside, so whip anything that flickers.



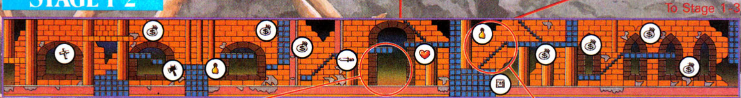
SWINGING SIMON

Swing farther by pushing left and right on the Controller and extend the length of the Whip by pressing down.



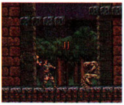


STAGE 1-2



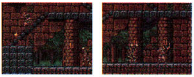
STAIR JUMPING

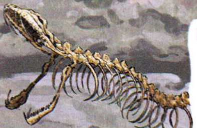
At times you may want to pass through a stairway rather than climb it. If you try to jump onto the stairs, you will discover that Simon won't land on them. Like a ghost, he passes right through! Just make sure that there is a solid floor below the stairs.



THE INVISIBLE MAN

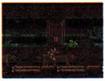
Whip the candle halfway down the stairs and take the potion. You'll become invisible to evil wraiths for a few seconds. Quickly now, go to the floor and attack the skeletons!

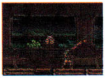




LOOSE FLOORBOARD

In Transylvania, every step can be your last. These boards flip flop if you jump on them, but if you tread softly, you will be safe. Also take the Watch, conveniently located nearby, to freeze the attacking waves of Medusa heads.



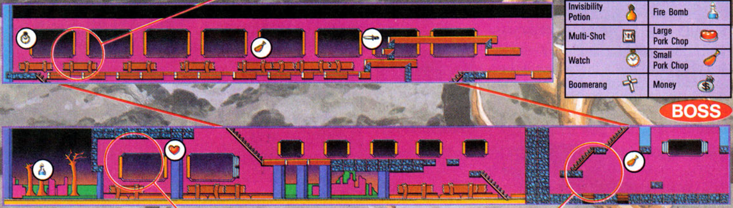


MAP KEY

The items indicated on the map will make your journey safer and your battles easier.

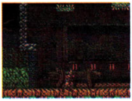
Big Heart	Axe
Silver Cross	Dagger
Invisibility Potion	Fire Bomb
Multi-Shot	Large Pork Chop
Watch	Small Pork Chop
Boomerang	Money

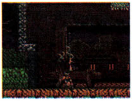
STAGE 1-3



A NEST OF VIPERS

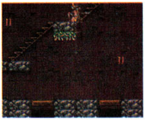
Nests of poisonous snakes cling to the ceilings in the stable. When you pass beneath them, they fall in a clump to the ground and crawl after you. Move beyond them, then kneel and let them taste the sting of your Whip, or strike overhead as they fall toward you. Lower nests can be destroyed as you approach. In later stages, many more enemies lie in wait, revealing themselves only after you come within range.





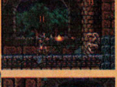
STRIKE FROM ABOVE

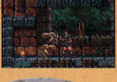
Beneath the stone ledge clings a nest of vipers. If you jump from the ledge to the left, they will surely attack. Fortunately, Simon has great skill with his Whip. Jump up and lash straight down. The snakes will fall harmlessly into the void and you will be safe to move on. Remember this strategy in the stages ahead. It may save your life.



WHIPPING IT UP

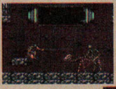
Simon's new skills with the Whip include the ability to swing it around his head in a circular motion. This attack is not as powerful as snapping the Whip straight out, but you can hit enemies on all sides without turning to face them.



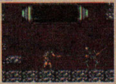


A DEAD KNIGHT AND HIS HORSE

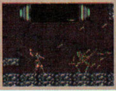
All that now remains of Rowdain and his horse are skeletons, and a hatred of all things that still breathe. Simon must scatter their bones if he is to pass. At first, kneel on the left ledge and strike the horse as it draws near. The horse's fireball can be destroyed by the Whip, or you can avoid it by jumping. With half his Life Meter gone, the horse vanishes, leaving Rowdain to carry on the battle. Continue your Whip attack from the floor, but when Rowdain leaps up, move quickly out from under him. With one Life Meter left, Rowdain will fake his own defeat. Prepare for one more hit.



Kneel on the left ledge and whip the skeleton horse and its fireballs. You must reduce the Enemy Life Meter to half before the horse is defeated.



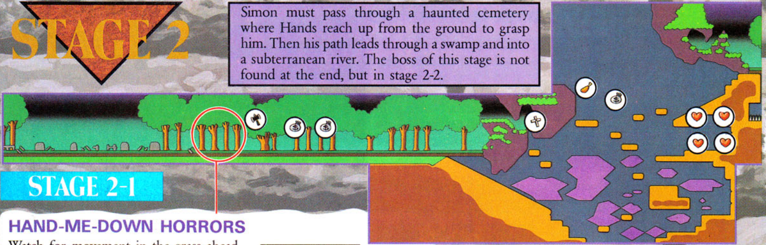
Stay the length of the Whip away from Rowdain when he's on the floor.



Run to the left or right when Rowdain makes his high leap. He'll come straight down, stabbing with his evil sword in a crushing attack.

STAGE 2

Simon must pass through a haunted cemetery where Hands reach up from the ground to grasp him. Then his path leads through a swamp and into a subterranean river. The boss of this stage is not found at the end, but in stage 2-2.

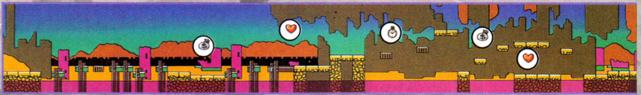


STAGE 2-1

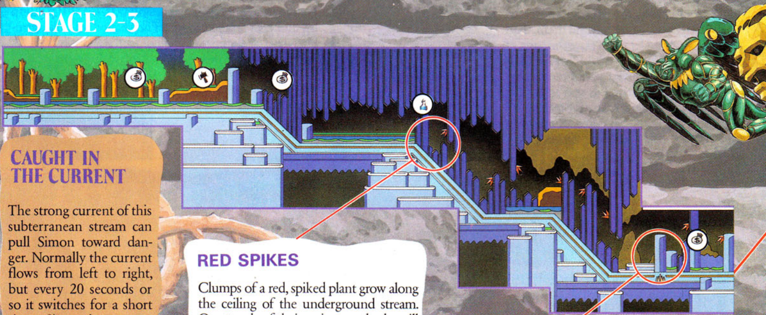
HAND-ME-DOWN HORRORS

Watch for movement in the grass ahead and whip the Hands as they appear. If you are caught in the grasp, move back and forth or use the Circle Whip maneuver to free yourself. Also beware of the attacks of invisible wraiths and giant spiders.

STAGE 2-2



STAGE 2-3

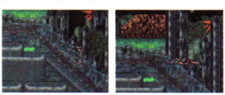


CAUGHT IN THE CURRENT

The strong current of this subterranean stream can pull Simon toward danger. Normally the current flows from left to right, but every 20 seconds or so it switches for a short time. Since the current can pull you toward enemies and traps, you must always be aware of its direction.

RED SPIKES

Clumps of a red, spiked plant grow along the ceiling of the underground stream. One touch of their poisonous barbs will drain Simon's Life Meter. Watch for them constantly, and do not jump when you are fighting beneath one of them.



Stay in the water when the red spiked plants are overhead. During battles, whip enemies as frequently as you can. An attempted jump to freedom may spell Simon's doom.

SPIKES BELOW

An even greater danger than the red spikes are the spikes that grow in pits in the streambed. You can easily jump over them when the current flows left to right. If the current is reversed when you jump, it may pull you into the spikes when you land.

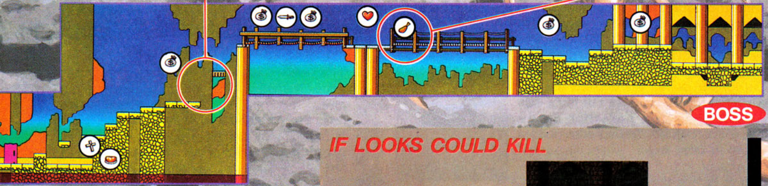
THE HIGH JUMP

The high bridge is accessible only by using the vertically moving platform. Jump onto it, making sure that you have already defeated the raven that swoops at you from the right. Now let the platform carry you up to its highest point, which is even with the stone pier of the bridge. The leap to the stone pier is a long one, so position yourself at the far right edge of the platform.

MEATY MATTERS

Chances are that Simon will take a few hits from the ravens, poisonous frogs and other evil denizens that inhabit this grisly region. Therefore, do not pass by the Pork Chop midway across the second span of the bridge. You are almost to Medusa, and you will need all your strength to battle her.

After the dangers of the swamp, pick up the Pork Chop on the second bridge. Medusa, waiting just ahead, won't ask you to dinner.

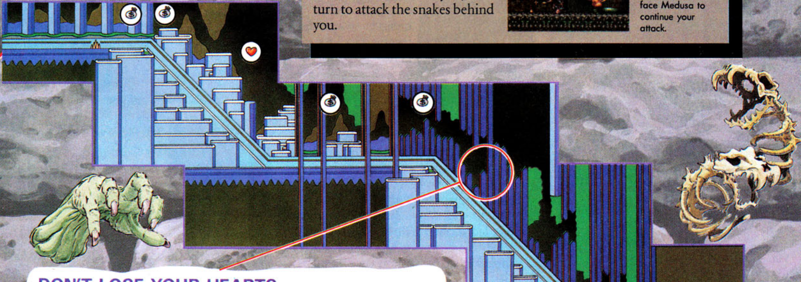


IF LOOKS COULD KILL

The hideous Medusa can turn a man to stone with one glance. If Simon kneels when the Glance Spell approaches, he'll be safe. If caught by Medusa's Glance, he'll become a statue for several seconds. She also throws snakes. Kneel to combat Medusa and the snakes in front of you, then turn to attack the snakes behind you.

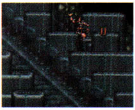
The Stone Glance can freeze you, leaving you vulnerable for a short while. Kneel down to avoid it.

If Medusa lobs a snake over your head, turn, kneel and strike it, then face Medusa to continue your attack.



DON'T LOSE YOUR HEARTS

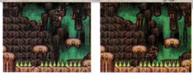
No boss waits for you at the end of Stage 2-3, which means that you can carry over your Hearts to the next stage. That is unless the Flying Hand steals them away. Keep out of the clutches of this thief of hearts to preserve your advantage in Stage 3.



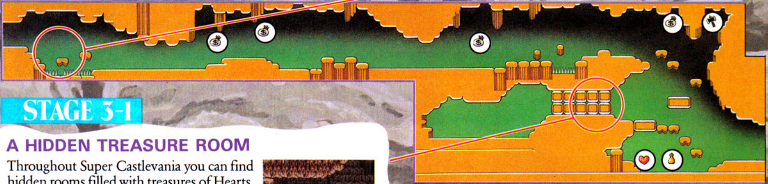
STAGE 3

In the third stage, Simon first finds himself wandering in a lonely cave. Soon he will climb a cliff streaming with waterfalls, and then he must cross a moat filled with merciless Mermen and climb a tower to face the twin-headed Orphic Vipers.

ONE FALSE STEP

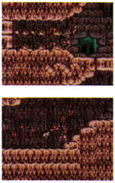


The spikes in the cavern are unforgiving. Step on one and Simon loses a life. Jump from ledge to ledge, but beware of ravens. If one hits you, you may fall onto the spikes.



STAGE 3-1

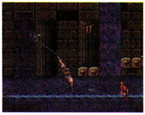
A HIDDEN TREASURE ROOM



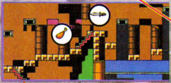
Throughout Super Castlevania you can find hidden rooms filled with treasures of Hearts, Coins, weapons and Pork Chops. This room may be the easiest to find. Whip the blocks of the wall, let them fall, then move forward. Once inside, collect the treasure, but also watch out for the bat. Visit this room each time you begin Stage 3 to prepare for the long journey ahead. To find other hidden rooms in later stages, Whip blocks and experiment with hitting candles and enemies or leaving them untouched.

RUNNING THE GAUNTLET

This stretch is one of the most challenging in the game. Not only must you make daring Whip Swings from one ledge to another, you must also avoid a school of Mermen at the same time. Don't be fooled by underwater ledges. At first you might not see them and think you are trapped. Move as fast as you dare!

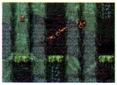


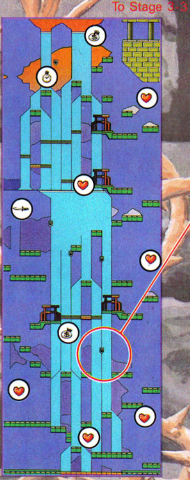
The Whip Swing maneuver is never easy, but in this area you come under attack while attempting it. If an enemy is in front of you as you swing, don't let go. Keep swinging.



THE WATERFALLS

Simon must climb this tall cliff in leaps and bounds, and by using his Whip to swing across chasms. Extend or shorten the Whip so that Simon swings over a ledge where he can safely drop down. Also be aware of gaps when passing behind waterfalls. The footing can be treacherous here.

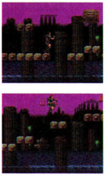


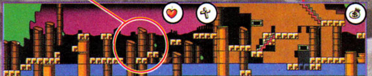


STAGE 3-2

MERMEN IN THE MOAT

Mermen leap from the water and spit streams of poison at Simon. They have a long range so it is best to attack as soon as you see them. Don't give them a chance to attack you! Move quickly to the first stone ledge, then wait for several blocks to fall. The next ledges are made of crumbling stone, so hop over them.

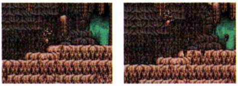


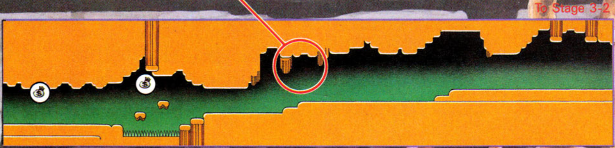


STAGE 3-3

FALLING STONES

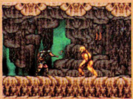
Near the end of the cave you will encounter a new danger. Huge stones hanging from the ceiling begin to quiver as Simon approaches. In a second or two they crash to the floor and splinters fly off. If Simon is hit by the stone or the splinters, he will be damaged. Stop at a distance and wait for the stone to fall before pressing forward. Sometimes there are several stones in a row. Wait for all of them to fall before moving on.



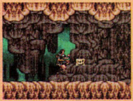


MULTIPLE SHOTS

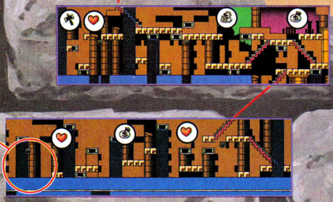
Just as in Castlevania III, you can obtain multiple shots by destroying ten enemies in a row using a special weapon. If you switch weapons, though, you'll have to start over again. Once you've defeated the ten enemies, the multiple shot block will appear in the next candle that is struck.

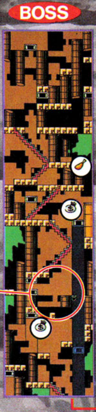


Defeat ten enemies with a special weapon and hit the candle with that same weapon.



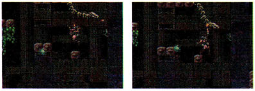
Hit the block that appears to get the Double Shot for your current special weapon.





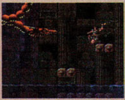
THE TOWER OF FEAR

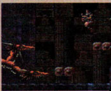
The path now turns upwards as Simon must climb the tower past bone dragons, skeleton knights and other vile creatures. Again you must use the Whip Swing to reach dangerously narrow platforms. Attack as many enemies as you can from below. Your main danger is being knocked off a ledge into the abyss. Take your time. You can't afford a mistake here.



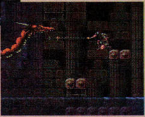
DUO DRAGONS

Upon reaching the top of the tower, a flood fills the floor below and the twin-headed Orphic Vipers appear from the left. The dragon heads shoot blue flames and balls of fire as they bob and weave. Stand on the middle platform and attack the heads when they come in to range. When the triple fireballs come from below, jump up to avoid them.





Standing on the middle ledge gives you the best shot at the dragon heads. Jump up to avoid the triple fireballs launched by the bottom dragon.



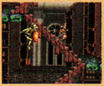
One dragon head disappears when half the Enemy Life Meter is drained. Attack the remaining dragon from the left edge of the middle platform.

TERROR-IFIC TACTICS

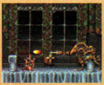
The best strategy in Super Castlevania is to master all the moves and tactics so you never become stuck for long in the later stages. If one tactic doesn't work, try another. Sometimes all you need to pass an area is a simple maneuver. For instance, if you jump to a ledge and a bat always knocks you off, maybe you should press the Y Button at mid jump. If you hold Y, the butt of your Whip acts as a guard, protecting you from attacks at the level of the Whip.

SPECIAL WEAPON UPDATE

The same five special weapons that you used in previous Castlevania adventures are available in Super Catslevania IV, but they play a smaller role. The new versatility of the Whip reduces the importance of many of the special weapons. Stopping time with the Watch is still particularly useful in areas where you might get knocked off into an abyss. The powerful Boomerang is great for battling big monsters.



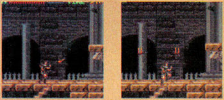
When enemies attack you in vertical areas, you might take the big fall and lose a life. Use the Watch to stop time and keep enemies from ruining your day.



The powerful Boomerang can inflict twice as much damage on opponents because it will hit them both coming and going. Use it against major foes.

RESETTING THE CANDLES

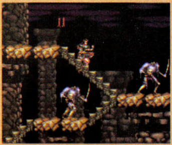
Besides finding hidden rooms, you can stock up on Hearts, Bags of Coins, Pork Chops and other items by resetting Candles in some areas. In areas that scroll to a certain point before switching to another scrolling segment of the same stage, you can reset a Candle. Simply go past the point of the screen scroll, then return. Make sure you use this technique only in stages with lots of extra time. The technique won't work once you've passed on to the next stage, say from 1-2 to 1-3, because you can't return to an earlier stage without losing a life.



Once you hit a Candle and take the item that appears, you can reset the Candle. Go beyond the point of the stage where the scroll stops and switches to a new scroll, then return to the first area.

STAIR JUMPING

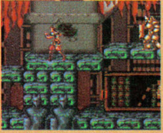
In Castlevania IV there are two special jumping techniques—one for jumping on stairs and one to jump through them. To land on a step, press Up, hold it, then jump onto the stairs. Simon will land safely on a step and continue upward. You can jump down through a set of stairs while standing on a step by pressing Down, holding it, and pressing the B Button to jump. Before jumping through a stairway, make sure that there is solid ground below.

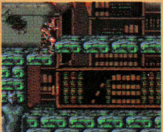


Normally Simon would fall through the stairs if he tried to jump on them. By pressing Up, and jumping, he can land safely on a stairway.

VANISHING FOES

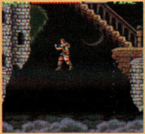
Have you ever been in an area where the enemy just seems too tough to beat? Maybe it is. Maybe there's an easier way to get rid of it, like making it simply vanish from the game. When you want to make a creature vanish, scroll backward out of the area in which that enemy appears. Now when you return to where the enemy was, it will be gone. This technique won't work against all creatures, but where it works once it will work over and over, making difficult areas much easier to pass.

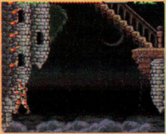




THE FINAL TIP

In the final stage, you'll want to be at your best for Dracula. There is a hidden place where you can fill your energy, plus get a Triple Shot and a ton of Hearts before you visit the Count. From the ledge on the right, jump to the left where there is an invisible ledge. Go to the left edge, collect the items, then prepare to meet the Prince of Darkness.





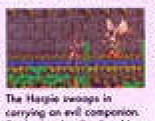
Super Castlevania IV™

THE PATH TO DRACULA

Simon Belmont's journey takes him through 11 stages, five outside Dracula's castle and six inside. In the course of his quest he meets a host of enemies, but just as dangerous are the traps that lie waiting in cunning disguises. You must remain ever vigilant. Look for motion or flickering images that might reveal some lurking danger. Even innocent looking tiles might attack you. This map hints at some of the dangers ahead.

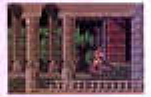
STAGE 5
THE CASTLE COURT

Stage 5 is a race through the outer courtyard of Dracula's castle. Enemies appear constantly, but none are difficult to defeat. The real challenge is moving fast enough to clear the stage before the time runs out.

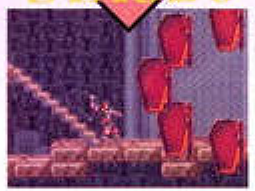


The Harpie swoops in carrying an evil companion. Don't give the dive-bombing duo a chance to attack. Use your Whip at once, then keep running for the exit.

At the end of this stage is the entrance to Dracula's Castle. You have come far, but you are not yet half way to your goal.

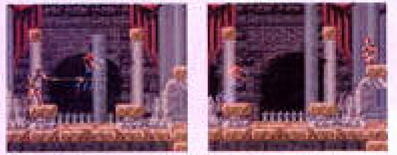


STAGE 6
THE HALLS



Inside the castle you'll find elegant halls, fine draperies, and chandeliers, but you'll also discover that these halls are haunted by a ghostly host of creatures. From the ghouls and knights in the lower halls to the chilling dance partners—Pauls Abghoul and Fred Askare—at the end of the stage, you'll be accosted by emanations from beyond the grave. If you look with care, you'll also find a rich treasure room, and a hidden 1-Up in a wall near the end.

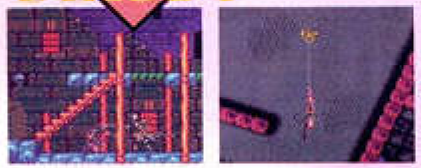
THE TANGO OF TERROR



These dancers move at random through their private ballroom, making an attack strategy difficult. Stay at Whip's length from them.

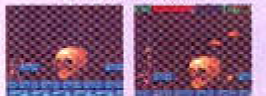
At times, the dancers rush at you, with foils. Jump to avoid them. You'll have the best chance in the middle of the room.

STAGE 4
THE OUTER KEEP



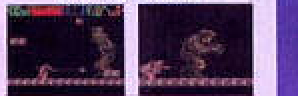
Dracula's domain includes many castles. Stage 4 leads through the towers and terrors of the Outer Keep. In Stage 4-1 Your jumping skills will be tested by flipping floor boards and skeletons who reach for you from cracks in the wall. The bizarre Puweyxil, a skull with a serpentine tongue, must be defeated before moving on to 4-2. Deeper in the Keep you'll face a rotating room, a spinning corridor, a maze of moving blocks that can crush you like an insect and finally, Koranot—a fearsome creature of solid stone.

PUWEYXIL



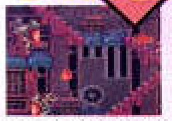
Attack Puweyxil from the left hand side of the room with your Whip and the Axe. When the creature is damaged, bricks fall from the wall, but don't let up on your attack.

KORANOT



Koranot's heavy steps bring bricks tumbling from the ceiling. Move close to attack with the Whip when he throws stones. He'll shrink with each hit until he becomes dust.

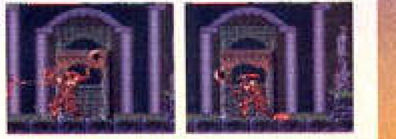
STAGE 7
THE UN-LIVING QUARTERS



Simon begins this stage in a library, which is filled with enormous books and shelves. Armored knights attack, as do other creatures of darkness, and even a few flying books. Beyond this, he ventures through long galleries where portraits of Dracula's mother do more than give you evil looks. Sir Grakul, a powerful knight, bars the exit from this stage.

SIR GRAKUL

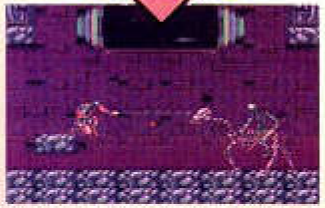
Sir Grakul uses two effective attacks against those who disturb his peace. First he throws a boomerang battle axe. His second attack is a stream of fire that runs along the floor. Luckily, they are easily avoided.



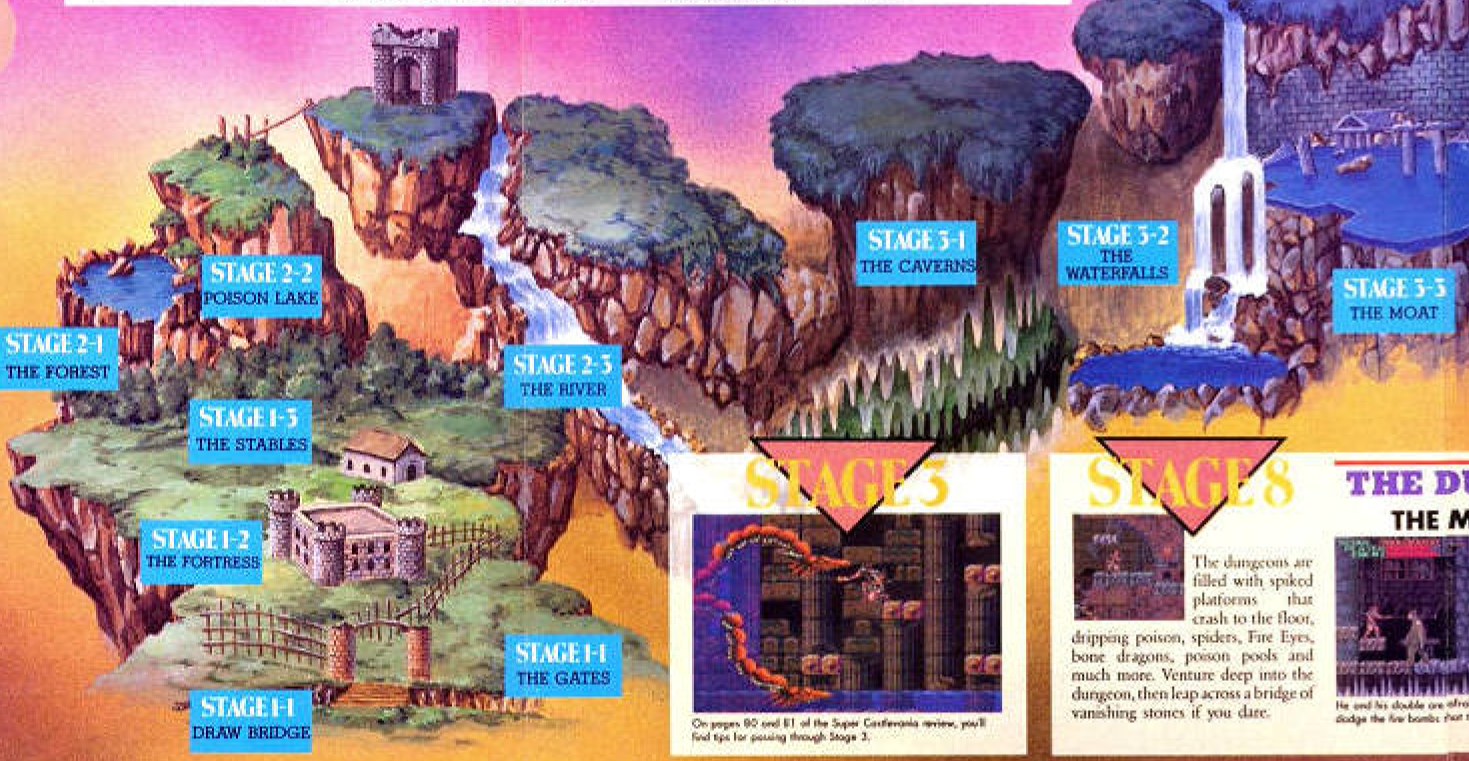
STAGE 2

Turn to pages 76 and 77 of the Super Castlevania review in this issue for details on Stage 1.

STAGE 1



Strategies for clearing Stage 2 appear on pages 78 and 79 of the Super Castlevania review in this issue.



STAGE 3

On pages 80 and 81 of the Super Castlevania review, you'll find tips for passing through Stage 3.

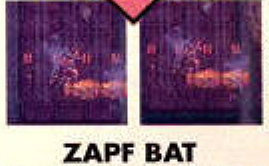
STAGE 8
THE DUNGEONS

The dungeons are filled with spiked platforms that crash to the floor, dripping poison, spiders, Fire Eyes, bone dragons, poison pools and much more. Venture deep into the dungeon, then leap across a bridge of vanishing stones if you dare.

THE MONSTER

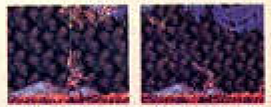
He and his double are afraid of nothing. Use your Whip and dodge the fire bombs that the Monster throws.

STAGE 9
THE TREASURY



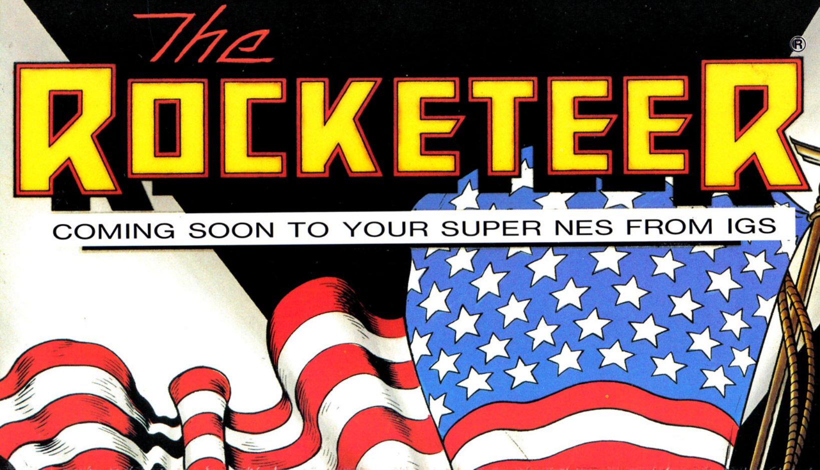
The Treasury has floors of gold and treasure chests of jewels, but all the riches in the world won't help you get past the endless progression of bats and skeletons. If Simon jumps 255 times on one of the treasure chests, however, he will get a Pork Chop. The Zapf Bat at the end may give you nightmares.

ZAPF BAT



The Zapf Bat is encrusted with jewels. If you hit it, scales fall away from it in a deadly rain. Simon must move quickly, especially when the bat transforms into three smaller versions of itself.

TWO MORE GRUELING STAGES AWAIT YOU


The ROCKETEER®
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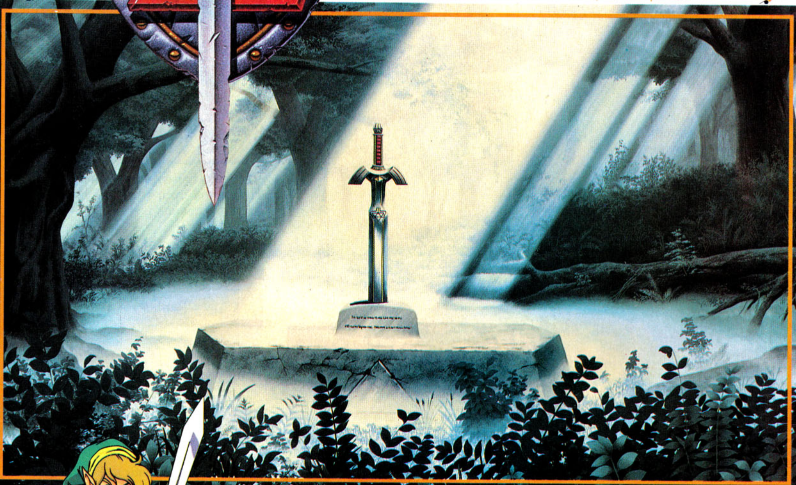
THE LEGEND OF ZELDA® A LINK TO THE PAST™



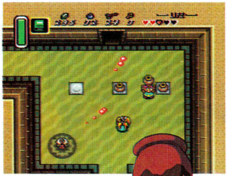
Get ready for the triumphant return to Nintendo's fantasy land of legend, Hyrule, in a new adventure that explores the very genesis of the Triforce legend.

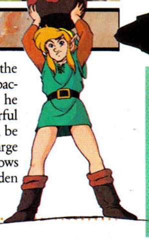
Predecessors of Link and Zelda must battle a mysterious wizard, and the evil forces behind him, as he attempts to release dark forces on the unsuspecting people of Hyrule. The emphasis is on action, but there are also plenty of mysteries to solve and items to find and master. The land of Hyrule has never looked so inviting as when displayed in Super NES graphics. And there are more things to find and do, and more places to explore than ever before.

© 1991 Nintendo

HEROIC TECHNIQUES

Heroic moves, made possible in part by 16-bit technology, are the key to the new Legend of Zelda adventure. With the wide variety of options available, the hero has complete freedom to explore the land to the fullest.



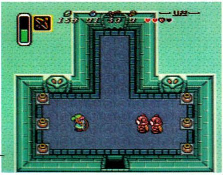


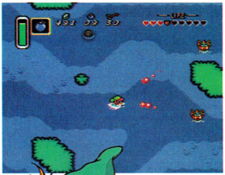
LIFT

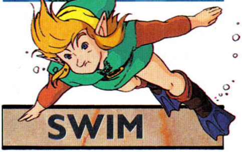
Although at first the hero's carrying capacity is limited, as he gains more powerful items, he will even be able to lift large boulders. Who knows what might be hidden underneath?

ITEMS

Many treasures are hidden throughout the land of Hyrule. Finding these is part of the fun of any Zelda game. Using them well is part of mastering the game. Some, like the bow, are weapons, others are magical items.

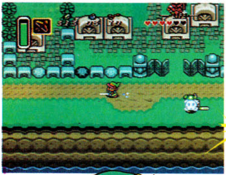






SWIM

The ability to navigate the waterways of Hyrule will open when the hero has proper swimming gear.

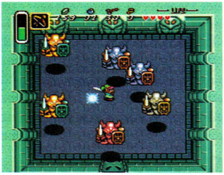


DASH ATTACK

Once Link has the Pegasus Boots, he can launch a charging attack that's not only deadly to enemies, but can be useful in other ways.

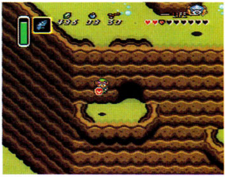
SWORD

Whether he is using the trusty family blade or the mighty Master Sword, skill in basic swordsmanship is essential to success.



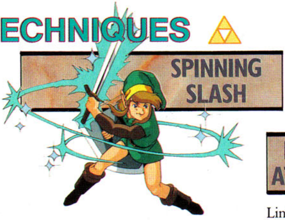
JUMP

Using a unique, almost three-dimensional perspective based on the original Legend of Zelda game, the world seems to have new depth as each screen can have more than one level. Sometimes jumping is the only way to go from one level to another.

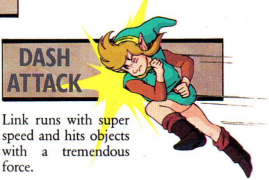


SPECIAL TECHNIQUES

Two techniques in A Link To The Past really add new character to the Zelda series: the Spinning Slash Technique and the Dash Attack. Early in the quest, Link will learn the Spinning Slash Technique, a secret sword technique handed down by his family. After focusing his power on the blade, he can swing his sword in a wide circle, hitting any enemies nearby. In a Dash Attack, Link builds up speed and can then crash into objects with tremendous force. This can jar apples loose from trees or even break down some walls!



By channeling his power into the blade of his sword, Link can slash the enemies around him in a full circle.

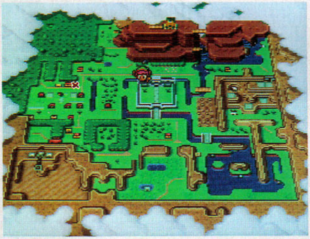


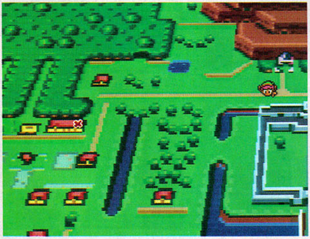
Link runs with super speed and hits objects with a tremendous force.

CARTOGRAPHY

OVERWORLD VIEW

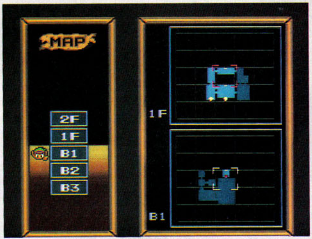
You don't have to worry too much about getting lost in this new Zelda sequel. Wherever you go in the Overworld, an automatic map will keep track of where you are and even guide you to your next goal. Of course, it's still up to you to find the best way to reach the next objective.



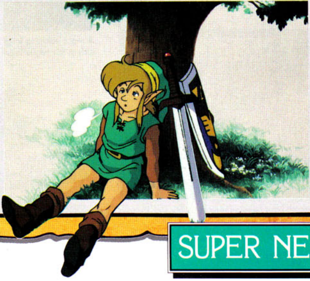


DUNGEON MAP

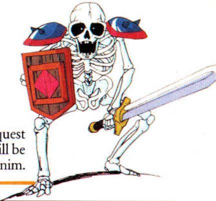
The dungeons also have an auto-mapping feature which keeps track of all the rooms you have visited. If you find the hidden map in each level, you can see the entire dungeon layout including rooms you haven't been to yet. With the Compass, you can pinpoint the location of the master of the dungeon. Even with this feature, you still have to puzzle your way through the mazes on your own!



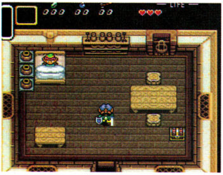
The dungeons of Hyrule are treacherous mazes full of hostile creatures.



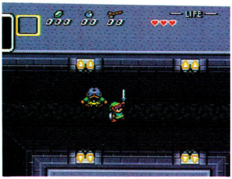
THE STORY



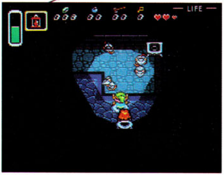
With the help of the village people, Link finds the elder and begins his quest for the three Pendants of Courage, Power and Wisdom. With these, it will be possible for Link to retrieve the mighty Master Sword and battle Agahnim.



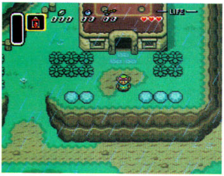
As the story begins, Link's uncle departs on a mysterious mission and tells our hero to wait at home.



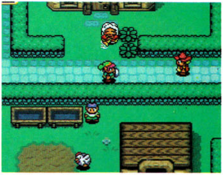
Link enters the Castle basement through a hidden hole and receives a sword from his fallen uncle.



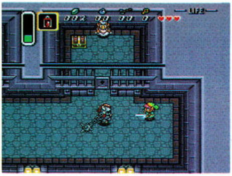
A dark passage through the rat-infested sewers of the castle leads to safety.



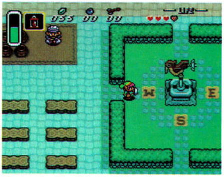
After receiving a telepathic message, Link ventures out into the rain-soaked night.



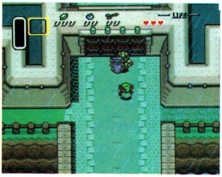
With Zelda free, Link can investigate recent curious events. His search begins in Kakariko Village.



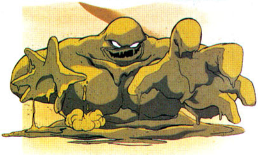
A mace-wielding knight guards Zelda's cell. Link must defeat this rogue in order to retrieve the key.

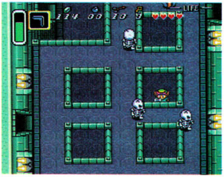


The once bustling Kakariko Village Square is now deserted except for a lone merchant.

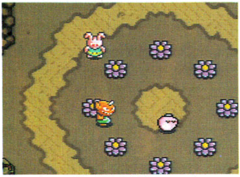


Palace guards are keeping visitors away. Link decides that something must be amiss.

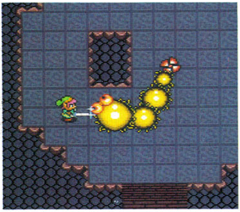




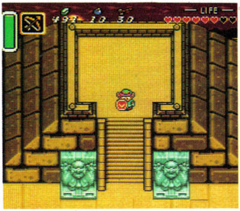
Making his way into an eerie dungeon, Link attempts to bring some light to the mysteries at hand.



Many strange perils will block Link's progress, but to be turned into a rabbit . . . ?



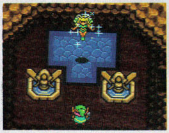
Three great evils must be defeated to win the Pendants . . .



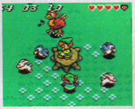
And what is the secret behind the mysterious Dark World?

HYRULE HIGHLIGHTS

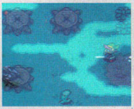
As a land rich in magic, Hyrule has many unusual sights.



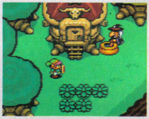
Many Faerie-folk live in Hyrule, preferring hidden out-of-the-way places to make their homes. They are always ready to comfort a weary traveler.



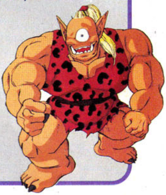
What is the secret behind the ghostly flute-playing boy in the haunted grove?

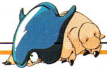


The fog-enshrouded Lost Woods hide many things, including the Legendary Master Sword.

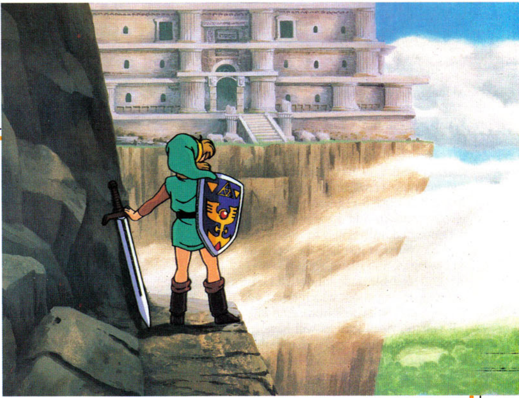


The magic Shop stocks many magic potions. Who knows what special thing they might brew up with the proper ingredients?



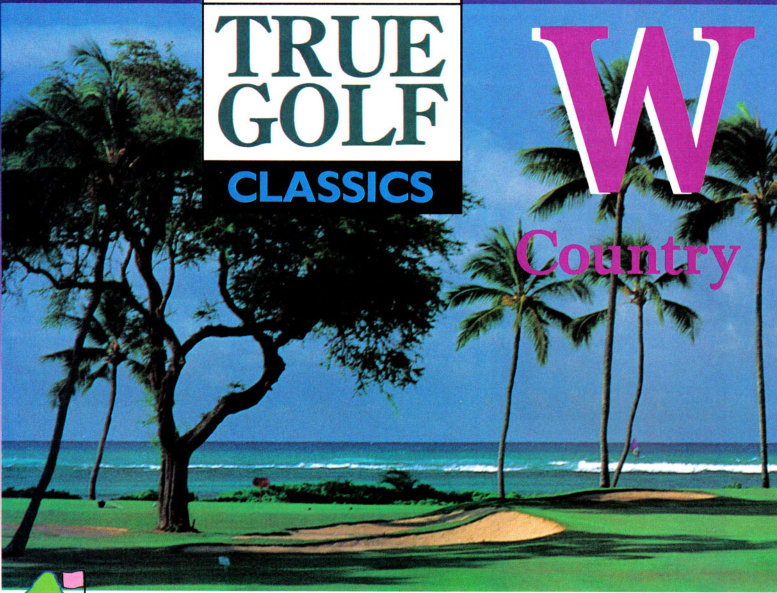


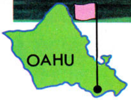
Link's quest to find the three Pendants and the Master Sword will take him across the land of Hyrule, from the low-land swamps to the peak of Death Mountain. Caverns, dungeons and the maze-like interior of ancient Hyrule Castle must be thoroughly explored to find the powerful artifacts of the mysterious Hylia people. As the legendary hero, the destiny of Hyrule is in your hands!



TRUE GOLF CLASSICS

W Country



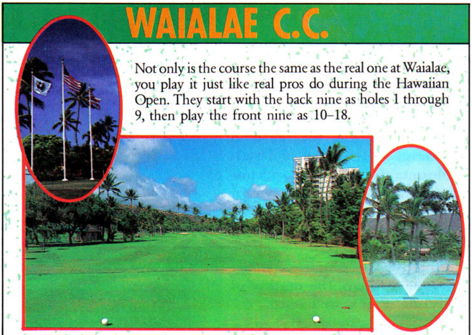


TEE OFF IN THE TROPICS AT A CLASSIC COUNTRY CLUB

Aloha! In its new golf classic, T&E Soft welcomes you to the world-renowned Waialae Country Club, site of the famous Hawaiian Open. New and classic? The club, founded in 1927, is a classic, popular for its beautiful setting and uniquely Hawaiian "Aloha" spirit. And T & E's rich 3-D graphics and perspective options add a realistic feel to the game that really is new to video golf. T & E's course is just like the real one on Hawaii's Oahu Island, right down to the unpredictable trade winds that keep golfers guessing about which direction the next gust will come from. And like real golfers, video gamers will have to learn to read the island's changeable winds and compensate for them in order to keep their scores down—and their shots within bounds.

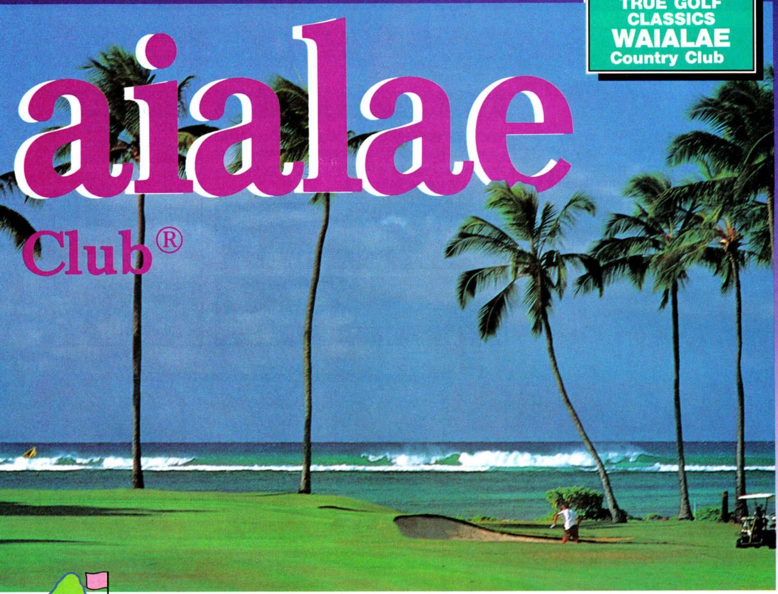
©1991 T&E Soft of America, Inc.

WAIALAE C.C.



Not only is the course the same as the real one at Waialae, you play it just like real pros do during the Hawaiian Open. They start with the back nine as holes 1 through 9, then play the front nine as 10–18.

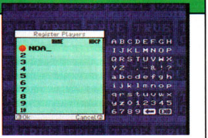
aialae
Club®



SET YOURSELF UP FOR A WINNING ROUND

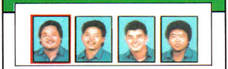
The choice is yours! Before beginning your first round, you can register your own name and select from among several play options. Choose Tournament, Stroke, Match or Practice Play, adjust the handicaps of participating players, and even select a caddy.

SIGN IN, PLEASE


Register Players
NAME
HDCP
NOA_
2
3
4
5
6
7
8
9
10
Ok
Cancel
A B C D E F G H
I J K L M N O P
Q R S T U V W X
Y Z . - & ! ?
a b c d e f g h
i j k l m n o p
q r s t u v w x
y z 0 1 2 3 4 5
6 7 8 9
END

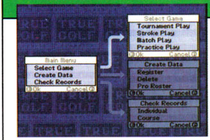
Enter up to 10 characters per player in the registration window, then press A to save your roster.

CHOOSE A CADDY



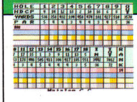
The caddy on the far left tells you historical tidbits; the next one over has better play info.

NAME YOUR GAME


Main Menu
Select Game
Create Data
Check Records
Ok
Cancel
Select Game
Tournament Play
Stroke Play
Match Play
Practice Play
Ok
Cancel
Create Data
Register
Delete
Pro Roster
Ok
Cancel
Check Records
Individual
Course
Ok
Cancel

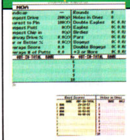
Four play modes give you lots of variety. Practice Play lets you work on strategies for any hole you choose.

CHECK THE LEADER BOARD


HOLE
HDCP
YARDS
PAR

The board shows the actual scores of the real pros who competed in the 1990 Hawaiian Open. How do you rate?

STUDY YOUR STATS



At the end of the game, your statistics are calculated. Check them to see which areas need improvement.

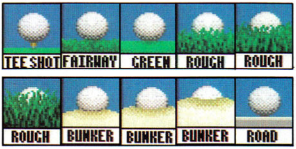
THE TOOLS OF THE TRADE

SELECT THE BEST CLUB

It's just as important to know how to select clubs in the Waialae C.C. video game as it is on the real course. The distances listed are for maximum range; the distance you will actually get from a club depends on the power of your stroke, where you strike the ball, your lie, and of course, wind conditions. Don't expect great distance if you hit a high drive into the wind!

TRICKY TERRAIN

You'll find the same kind of playing surfaces in the game that you would find on an actual course, from fairways and greens to bunkers and water hazards. There are ten surfaces in all.

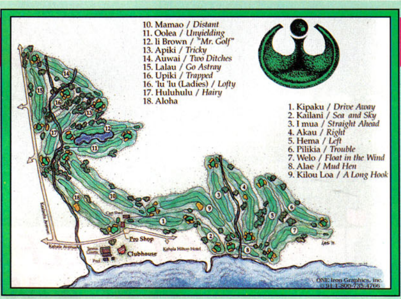

TEE SHOT
FAIRWAY
GREEN
ROUGH
ROUGH
ROUGH
BUNKER
BUNKER
BUNKER
ROAD

CLUB CHOICE

1W	270 Yards
3W	230 Yards
4W	210 Yards
2I	200 Yards
3I	190 Yards
4I	180 Yards
5I	170 Yards
6I	160 Yards
7I	150 Yards
8I	140 Yards
9I	120 Yards
PW	110 Yards
SW	90 Yards
Pt	100 Feet

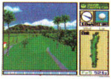
WALK THE COURSE

Stunning tropical trees and flowers add to the beauty of the windswept Waialae course. On the real course, dress is casual and it's strictly "play when ready," so get moving!


10. Mamao / *Distant*
11. Oolea / *Unyielding*
12. Ii Brown / *"Mr. Golf"*
13. Apiki / *Tricky*
14. Auwai / *Two Ditches*
15. Lalau / *Go Astray*
16. Upiki / *Trapped*
16. 'Iu 'Iu (Ladies) / *Lofty*
17. Huluhulu / *Hairy*
18. Aloha
1. Kipaku / *Drive Away*
2. Kailani / *Sea and Sky*
3. I mua / *Straight Ahead*
4. Akau / *Right*
5. Hema / *Left*
6. Pilikia / *Trouble*
7. Welo / *Float in the Wind*
8. Alae / *Mud Hen*
9. Kilou Loa / *A Long Hook*
Cart Shed
Pro Shop
Clubhouse
Tennis Courts
Pool
Kahala Avenue
Kahala Hilton Hotel
ONE Iron Graphics, Inc.
©914-1-800-735-4766

1 Mamao "Distant"

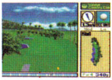
Par 5
521 Yards



Start your round on a long, straight fairway. With a favorable wind, you can birdie this one.

2 Oolea "Unyielding"

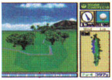
Par 4
348 Yards



If you slice your drive on hole 2, you'll land amid a grove of kiawe trees. Good luck hitting out!

3 Ii Brown "Mr. Golf"

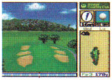
Par 4
397 Yards



Named for one of the founders of Waialae C.C., the third hole has a lake running up the left side.

4 Apiki "Tricky"

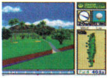
Par 3
178 Yards



Apiki's narrow, 55-yard-long green is lined on both sides with bunkers and it dips in the center.

5 Auwai "Two Ditches"

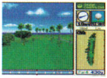
Par 4
401 Yards



Two water hazards split the fairway. Stay to the left, out of the trees, and expect a mean green.

6 Lalau "Go Astray"

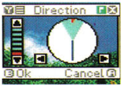
Par 4
430 Yards



The strong winds can certainly be a factor on this hole, making it easy indeed to "go astray."

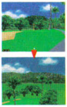
OPTIONS GALORE

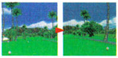
Get new perspectives on the ball by scrolling left and right or up and down, then set up for your shot accordingly.



SHIFT YOUR SIGHTS

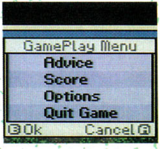
When you see the bigger picture, you get a better idea of the course's contours.





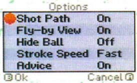
SHUT HIM UP!

Are you tired of the caddy's advice? Turn Advice off in Options.



OPT ON OR OFF

Follow the bouncing ball. Turn Shot Path on if you want to see a line on the screen trace the ball's flight path.



Options
Shot Path On
Fly-by View On
Hide Ball Off
Stroke Speed Fast
Advice On

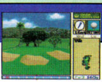
DO A FLY-BY

Activate Fly-by View if you want to fly over the hole to get a good look at its entire layout before you tee Off.

HIDE 'N' SEEK

If you want your ball to disappear behind trees or in bunkers, as it would in real play, turn Hide Ball On.

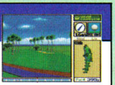
7 Upiki "Trapped"



Par 3
165 Yards

Don't get trapped in the huge bunkers fronting the green. Watch the wind and aim for dead center.

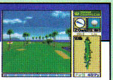
8 Huluhulu "Hairy"



Par 4
395 Yards

Off the tee, drive over the water hazard that divides the fairway—and stay out of the bunkers.

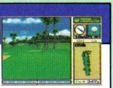
9 Aloha "Goodbye"



Par 5
487 Yards

You can say "goodbye" to par if the wind carries your ball out of bounds. Stay on the fairway.

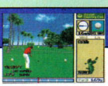
10 Kipaku "Drive Away"



Par 4
347 Yards

Hold to the left of the fairway, especially if it's windy. Watch out for the O.B. on the right side.

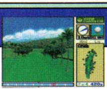
11 Kailani "Sea and Sky"



Par 3
169 Yards

The wind here usually sweeps from left to right. Close your stance and draw your shot to compensate.

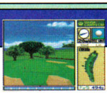
12 I Mua "Straight Ahead"



Par 4
420 Yards

As its name implies, I Mua has a long, straight fairway. Stay left to avoid the palms on the right.

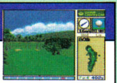
13 Akau "Right"



Par 5
494 Yards

A long, right dog-leg, hole 13 has a bunker on the right at the bend and a gently breaking green.

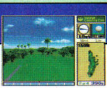
14 Hema "Left"



Par 4
402 Yards

Off the tee, play to the right of this big, left dog-leg to avoid the huge kiawe tree at the corner.

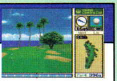
15 Pilikia "Trouble"



Par 4
390 Yards

With a tight O.B. on the left and trees on the right, Pilikia makes it tricky to hit a safe drive.

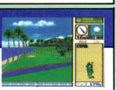
16 Welo "Float in the Wind"



Par 4
396 Yards

Drive to the right and approach the green carefully. It slopes away and has bunkers on both sides.

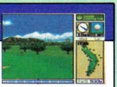
17 Alae "Mud Hen"



Par 3
178 Yards

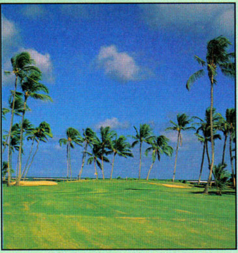
Bordered by the Pacific Ocean, 17 has a big, tough-to-read green that has bunkers left and right.

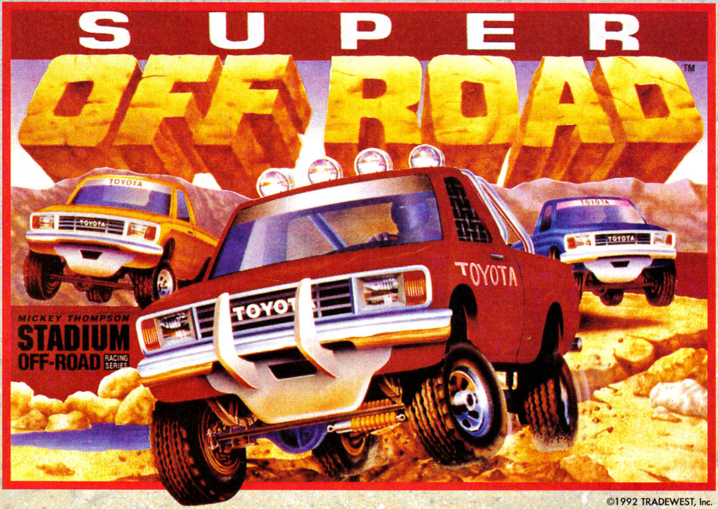
18 Kilou Loa "A Long Hook"



Par 5
533 Yards

Try to hook your drive to follow the dog-leg and land by the bunker, then shoot for the green.





©1992 TRADEWEST, Inc.

Pop in the Super Off Road cartridge and the first thing you'll be treated to is the sound of a rock 'n roll introduction to a hot new release from Tradewest. The Super Off Road soundtrack is awesome! Be sure to take advantage of the stereo sound capabilities of the Super NES. Smell the Nitro as you tackle the challenge of 16 bone-jarring courses. Equip your truck to the max with all the necessary racing goodies and let your opponents eat dust. FLOOR IT!

GRAB A BUDDY AND HIT THE DIRT!

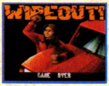
In the one-player mode you will lose or "WIPEOUT" if you come in fourth and (ugh) there are no Continues. Never fear, Super Off Road is outstanding for two-player simultaneous racing action. An excellent way to insure that you'll NEVER lose is to play by yourself in the two-player mode. Select both trucks, but just let the blue truck idle. When the race ends you'll be in third place (at least) which will automatically put you in the next round. The blue truck will always be allowed to continue. This way, no matter if you place First, Second or Third, you'll be able to go on to the next track.

Go It Alone

It may take a few races to get used to the play control of Super Off Road. Don't worry. With practice, you'll be in the money for every race. Using the L and R Buttons improves the cornering ability of the truck, but it also makes it more sensitive to quick movement.

2 Player Action

Go at it for five laps in a free-for-all mudfest. Stick tight to the corners to put off passing attempts by your rivals and also pick up tips by watching your opponents. Team up with Player 2 and devise a plan to slow down the squirrely silver truck. It's quick!



There are no Continues in the one-player mode. Finish 4th and you're dusted. Start over with the first track.

The better you become, the more prize money you'll earn. Spend your winnings wisely on necessary items.

UPGRADE WISELY

Excluding racing skill, these are the necessities for the be-all, end-all terror truck! Once your upgrades are built up to the max, you can dump all of your earnings on Nitro power. Crank on it all the way around each track!

NITRO

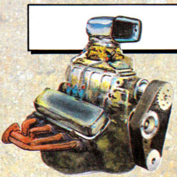
Nitro is the most important ingredient for success early on. It's a good idea to have about four or five Nitro tanks in reserve before each race.

Use one Nitro to secure your current position if you think you can pick up more than one Nitro. Press the Y Button on your controller to activate the "go" juice and extend your lead!

TIRES

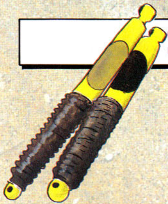
Beefing up your tires will give you better traction. Not very crucial in the early stages, but when your truck gets faster... you're gonna need 'em!

ACCEL



This upgrade is cash well-spent. Acceleration is a crucial ingredient for winning races. Build this item up quickly, but don't neglect the others.

SHOCKS



Off road trucks take a tremendous beating. By improving the shocks on your truck, you'll be able to handle all the bumps and jumps each track has to offer.

TOPSPEED

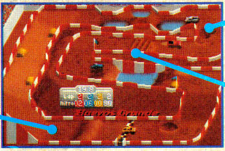
Rather expensive, but it's great for blasting down the straight stretches. Gradually increase this item and spend the rest of your loot wisely. Hang on!

USING YOUR UPGRADES

It's up to you to decide which upgrades you will purchase with your winnings, but by knowing what tracks are coming up, you can make a better purchase decision.

Nitro Power!

Straight stretches are the best locations to use Nitro. It will allow your truck to blow by opponents with ease. Also, use Nitro to snag items before your rivals get to them.



Acceleration!

Your truck's engine produces more power with Accel. This upgrade has a very noticeable effect at the starting line.

Mudslingers!

Climbing steep terrain and powering through choppy dirt are best served by upgrading the quality of your giant monster mudders.

Shocking!

Whoop-de-doos such as these and small jumps seem like child's play when your shock absorbers can take the brunt of the abuse.

Speed Demon!

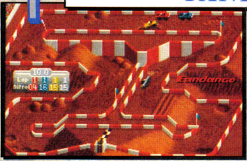
Rather costly, but in a wide-open straightaway, there's nothing better than Top Speed. Hammer down and pedal to the metal!

SCOPE OUT THE TRACKS

Super Off Road features all 8 tracks from the NES version, but strap yourself in for 8 MORE tricky tracks on the Super NES cartridge! Superb graphics and sound make for action-packed sprints around all 16 devastating tracks. The scoreboard shows the lap and how much Nitro you have left. Scope out the tracks!

Track 1

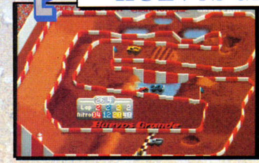
FANDANGO



Fandango provides an excellent opportunity to sharpen your cornering skills. Use the L and R Buttons on your controller to handle the extra-sharp corners. Take the upper left corner tight, then blast down the straight by using Nitro!

Track 2

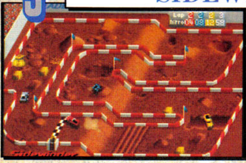
HUEVOS GRANDE



Watch out for the three waterholes at the top of the track. Use Nitro to power through them. The big water pit in the mid-section of the track will slow you WAY down if you attempt to drive through it. Good tires will help you here.

Track 3

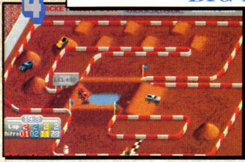
SIDEWINDER



This one's kinda snakey! Sharp cornering, heavy-duty shocks, and smart use of Nitro will be your best allies. Watch out for the annoying hay bales! They definitely slow you down. This track is great for gathering extra loot.

Track 4

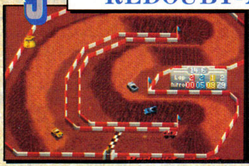
BIG DUKES



You may have to battle your way through the tough crossing section of this track. Crossing trucks and the giant water pit will slow you down. If it looks like there may be a crunch coming up, use Nitro to boost your truck into the clear.

Track 5

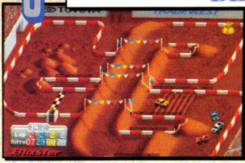
REDOUBT-ABOUT



When negotiating the S-curves, don't follow the contour of the hill. Cut back and forth over the top of the hill in order to take the turns closely. Doing this will save valuable time. You'll need good traction to win on this track.

Track 6

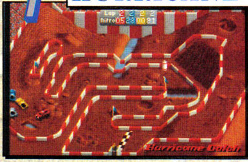
BLASTER



There's plenty of chances to get thrashed up here! This track is deceptively difficult. It's easy to get slammed by another truck and go the wrong way or go completely off the track. Once again, sharp cornering will definitely pay off.

Track 7

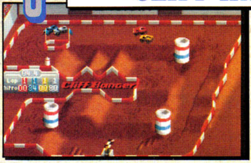
HURRICANE GULCH



You're faced with a sharp turn, but it's usually best to take the inside shortcut on the left side of the track. Choose your routes wisely. A shot of Nitro can come in handy when charging up the big hill to the plateau in the top right corner.

Track 8

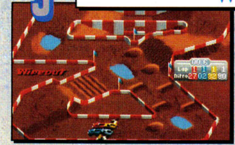
CLIFF HANGER



No cutting corners . . . you must go around the circular markers. Stay tight to the retaining wall on the inside portion of the track. With any track, it's usually best to go the shortest distance between corners. Cliff Hanger is a great example.

Track 9

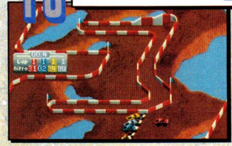
WIPEOUT



The central crossing is difficult. Watch for crossing trucks coming at you. Use the high elevation of the upper right turn to your advantage by uncorking the Nitro and soaring over the water and, more importantly, your rivals. Beef up your shocks for this one!

Track 10

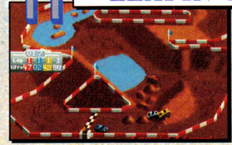
RIO TRIO



With all the water on this track, it can get very muddy. Bulk up your tires to handle the soggy terrain. (Maybe pontoons would be a better choice . . .) Avoid the big lake on the right by keeping it tight to the wall! Use Nitro to get out of a pack of trucks.

Track 11

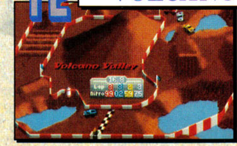
LEAPIN' LIZARDS



The water hole in the upper left corner is no big deal, but the whopper in the center can be a bear if you get caught in its clutches. Use the huge ramps and Nitro to clear the monster mud pit. Notice the smooth, straight open area around the center pit.

Track 12

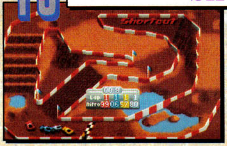
VOLCANO VALLEY



Power-Up with Nitro and hit the ramp to clear the big bog in the lower right corner or, bypass the ramp and take the easier way around. It's up to you. You'll need super traction and acceleration to power your way out of the bottom left swamp and up over the whoops.

Track 13

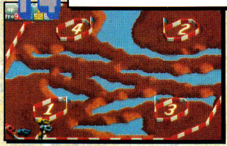
SHORTCUT



Would you rather deal with smooth hills and tight turns or a water pit and a hill full of whoop-de-doos? If you decide to go for the inside, keep it tight! Stay to the inside when going around the bottom right corner and you can utilize the "island" in the water pit.

Track 14

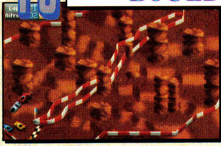
PIG BOG



You may not feel like a pig when you finish this track off, but you may look like one because you'll be covered with mud. Pay close attention to the numbered corners because there's no retaining walls to guide you along. Stock up on plenty of Nitro before this one.

Track 15

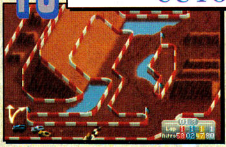
BOULDER HILL



It's just up, then down. NOT! Towering columns of boulders block your path and make this track the trickiest one of the bunch. Experiment with different lines until you find one that works for you then stick with it. The boulders will stop you cold. Stone cold.

Track 16

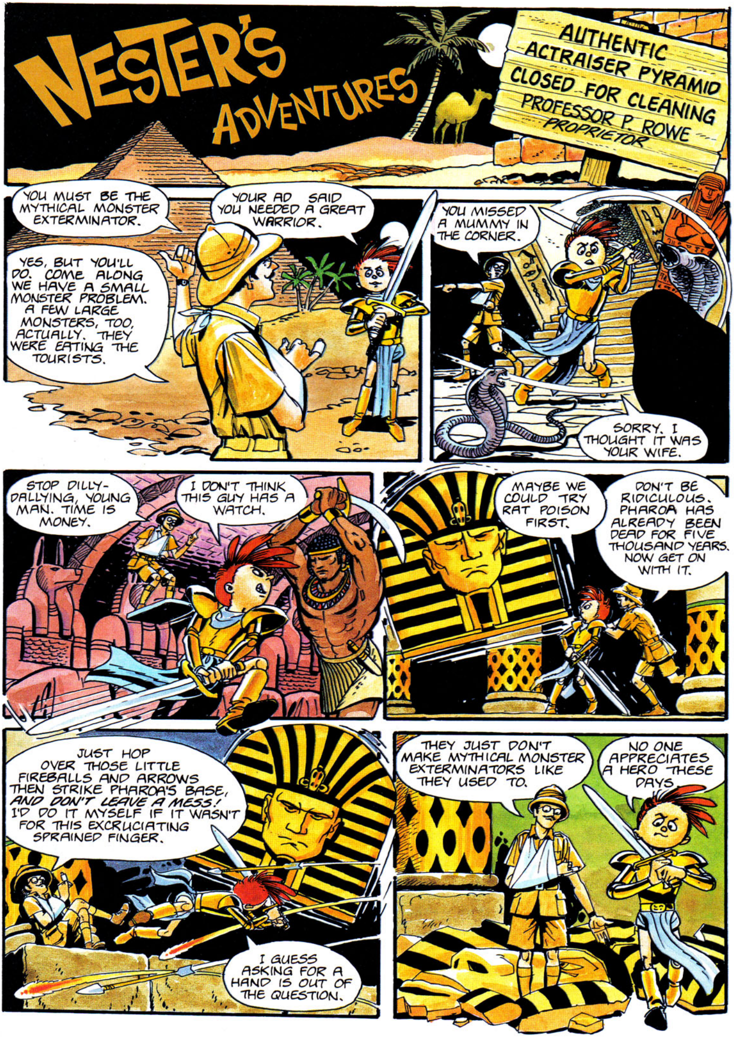
CUTOFF PASS

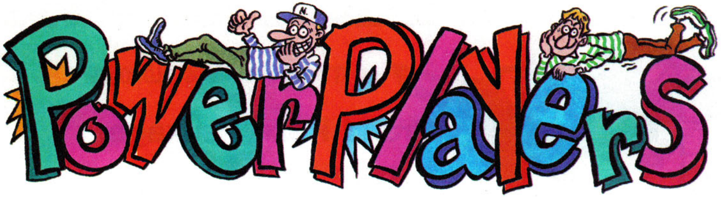


If your truck is powered up and fast with Nitro to spare, take the outside route because there's only four easy corners to deal with. The inside route features a monster hill and a few water pits, but if your driving skills are up to snuff you'll have no troubles.

Afraid of a little mud?

Racing fanatics are bound to turn cartwheels after playing Super Off Road. The racing action is fast-paced and frantic and is a great test of your driving skills. Experiment with strategies on the various tracks. Pay extra attention to cornering, as this is the most important skill to sharpen. GOOD LUCK!!


NESTER'S ADVENTURES
AUTHENTIC ACTRAISER PYRAMID CLOSED FOR CLEANING PROFESSOR P. ROWE PROPRIETOR
YOU MUST BE THE MYTHICAL MONSTER EXTERMINATOR.
YOUR AD SAID YOU NEEDED A GREAT WARRIOR.
YES, BUT YOU'LL DO. COME ALONG WE HAVE A SMALL MONSTER PROBLEM. A FEW LARGE MONSTERS, TOO, ACTUALLY. THEY WERE EATING THE TOURISTS.
YOU MISSED A MUMMY IN THE CORNER.
SORRY. I THOUGHT IT WAS YOUR WIFE.
STOP DILLY-DALLYING, YOUNG MAN. TIME IS MONEY.
I DON'T THINK THIS GUY HAS A WATCH.
MAYBE WE COULD TRY RAT POISON FIRST.
DON'T BE RIDICULOUS. PHAROA HAS ALREADY BEEN DEAD FOR FIVE THOUSAND YEARS. NOW GET ON WITH IT.
JUST HOP OVER THOSE LITTLE FIREBALLS AND ARROWS THEN STRIKE PHAROA'S BASE, AND DON'T LEAVE A MESS! I'D DO IT MYSELF IF IT WASN'T FOR THIS EXCRUCIATING SPRAINED FINGER.
I GUESS ASKING FOR A HAND IS OUT OF THE QUESTION.
THEY JUST DON'T MAKE MYTHICAL MONSTER EXTERMINATORS LIKE THEY USED TO.
NO ONE APPRECIATES A HERO THESE DAYS.



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Debbie Cashin	Midland, MI	663,900
David Aplin	Clio, MI	582,800
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Jera Cooperman	Phoenix, AZ	438,900
Karen Swenson	Baltimore, MD	354,000
Teri Sarrell	Kingsport, TN	317,100
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Steven Minchau	Wetaskiwin, AB	Finished
Sean Hunt	Richmond Hill, ON	Finished
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Keith Sheaffer	Fort Collins, CO	547,584
Alan George	Makawao, HI	425,100
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Matt Morrison	Arlington, TX	Finished
Jeff Bruker	Woodstock, IL	Finished

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BATTLETOADS
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Third Prize: 50 Winners
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Show your Team Power spirit by sporting the hottest jersey around.

Nintendo Power jerseys are happening!

NINTENDO POWER

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To enter, either fill out the Player's Poll response card or print your name, address and telephone number on a plain 3" x 5" piece of paper. Mail your entry to this address:

NINTENDO POWER PLAYER'S POLL
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than February 15, 1992. We are not responsible for lost, stolen or misdirected mail. On or about February 15, 1992, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 1:1,350,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after February 30, 1992, send your request to the address provided above.

GRAND PRIZE TRIP: Nintendo will arrange air travel and accommodations in England for the Grand Prize winner and three guests. If under 18, the winner must be accompanied by a parent or legal guardian. The winner must also provide written release to Nintendo of America Inc. Estimated value of the grand prize is $5,000. Exact date of the special 7-day trip is subject to final determination by Nintendo of America Inc. and to accommodation and airfare availability. Some restrictions apply.

This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.

GEORGE & ROB'S NOW PLAYING

JAN. 1991

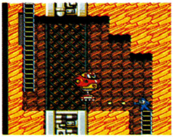
TWO GUYS' OPINIONS ON THE LATEST RELEASES

We've invited a couple of experienced game players at Nintendo HQ to share their opinions on some of the latest releases. Rob and George start off by talking about their personal favorites of the games that are reviewed in this issue.

ROB I think **Super Castlevania IV** is a blast. The graphics are great and I really like the way the music adds to the action. There's one part where you're swinging from chandelier to chandelier and you literally feel like you're in the air. I'm kind of scared of heights to begin with and it felt like I was on the verge of falling. It's definitely one of the top Super NES games that I've played.

Rob's personal Power Meter for Super Castlevania IV: 4.0 4.0 4.5 4.5.

GEORGE Of the games that are featured in this issue, I'd say that **Mega Man 4** is my favorite. I've played all of the games in the series and this one is the biggest and best. I like the massive robots in the middle of the stages and the fact that you can find gadgets in hidden areas. Let's talk about a few of the other new games that didn't make the feature pages. I was really surprised to see a **Blues Brothers** game. It's been years since the movie and their last record.



George's personal Power Meter for Mega Man 4: 4.0 4.0 4.0 4.5.

ROB Yeah. I was surprised by that too. I thought that it was funny that the characters had a kind of Laurel and Hardy look. Jake is the sort of pudgy and Elwood is tall and gangly.

GEORGE Though they seem to have the same abilities. What I thought was strange was that in a two-player game, the action always follows Jake . . .

ROB Yeah. If you're Elwood and you lag behind or get ahead, you'll have no idea where you're at. Timing the jumps also gets complicated, especially in a two-player game, because you have to wait for the other player to jump before you can.

GEORGE What did you think of the story?

ROB I'm not even sure what it is. The first stage is called "Stairway to Heaven". What is their goal? Why are they trying to get to heaven? Are they trying to get there to meet old rock and roll stars? Was there a death in the family? Are they spiritualists? We don't know.

GEORGE It doesn't seem to have a lot to do with the Blues Brothers, though the music is alright.

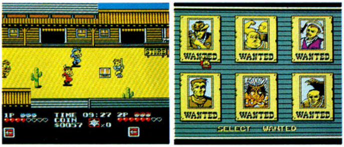
JAKE
ELWOOD
THE BLUES BROTHERS

Personal Power Meters for Blues Brothers. Rob: 3.5 2.5 3.5 3.0. George: 3.5 3.0 3.0 2.5.

ROB I thought the music to **Cowboy Kid** was also very memorable and catchy.

GEORGE Really? I don't remeber it at all. I found it to be a pretty average running and jumping game with a wild west theme . . .

ROB . . . it's a little bit like an Adventure of Link in the west in the sense that you have to go inside these various houses and ask people for clues, though it didn't have any of the high drama.

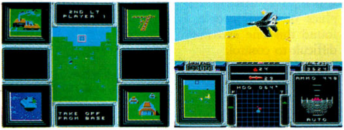


Personal Power Meters for Cowboy Kid. Rob: 3.5 3.0 3.0 3.0. George: 2.5 3.0 3.5 3.0.

GEORGE Our next game is **F-15 Strike Eagle**, a flying battle game in the tradition of the Top Gun series. Only, in this game, you can choose from several missions.

ROB This one is interesting. It's neat seeing the horizon twist around in front of you. It sort of feels like the plane is stationary and everything is moving beneath you, although I haven't really perfected accurate flying to the point where I can turn and fire. It's really sort of hit or miss for me.

GEORGE I didn't get any sensation of flight or motion while playing the game and I felt that my plane was being pulled along on the mission. Your only decision is whether to fire or not.



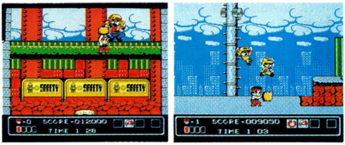
Personal Power Meters for F-15 Strike Eagle. Rob: 3.0 3.5 3.0 3.5. George: 3.0 3.0 3.0 3.5.

ROB **Hammerin' Harry** takes place on a construction site. Harry has to fight the likes of Rusty Nail and his gang, taking his hammer and riveting justice.

GEORGE While I understand that the game is by no means a realistic look at the life of a construction worker, I can't figure out why Harry is this cartoonish ninja, fighting characters on pogo sticks with a hammer as big as he is.

ROB I thought from the name that Harry might end up being a brute. But he ended up being this Pilsbury Dough Boy with an attitude. The big hammer is cool and Harry has some good moves . . .

GEORGE . . . Like shaking the ground with his hammer or swinging it in a circle to hit all of the enemies around him.

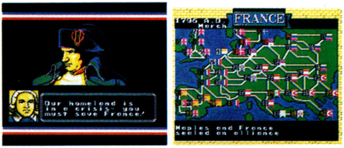


Personal Power Meters for Hammerin' Harry. Rob: 3.0 3.0 3.5 3.5. George: 3.0 3.5 3.5 3.5.

ROB Next, we have **L'Empereur.**

GEORGE I'm not at all of fan of war simulation games. This one takes place more recently than the Feudal China games, following the battles of Napoleon. Other than the setting, it doesn't seem to be much different from Romance of the Three Kingdoms or Nobunaga's Ambition. You're buying food. You're selling food. You're training fighters. For me, if you've seen one, you've seen them all.

ROB Simply from a historical standpoint, I think it's cool to go back to the Napoleonic era and see how he lived and built his empire. I do know something of the history of the time and the game was accurate as far as I could tell. There's a lot of prep work involved in playing this game because you have so many options available to you. You can invest in grain futures, send ambassadors around, give a good speech to raise the spirits of your troops. It's really very involved.

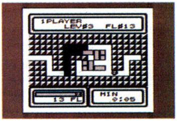

Our homeland is in a crisis. You must save France.

Naples and France sealed an alliance

Personal Power Meters for L'Emperor. Rob: 4.0 2.5 4.0 3.5. George: 3.0 2.5 3.5 3.0.

GEORGE Let's take a look at Game Boy releases. **A-Mazing Tater** is a puzzle game that is a lot like Kwirk, only this time, we have a piece-pushing potato, instead of a cool tomato character.

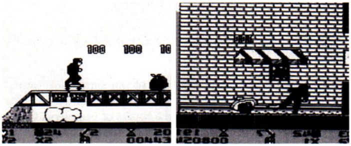
ROB I like games like this. They take some figuring out but they're not too difficult. It has a practice mode so that you can try out the puzzles before you really begin so that you aren't going into it completely cold.



Personal Power Meters for A-Mazing Tater. Rob: 3.0 3.5 4.0 3.5. George: 3.0 3.5 3.0 3.5.

GEORGE Another game featuring fruits and vegetables with a life of their own is **Attack of the Killer Tomatoes**. You control a kid who's trying to keep your town from being overrun by sinister tomatoes. I'm not a fan of the movie or animated series, so I didn't really think that it offered anything new over other running and jumping games.

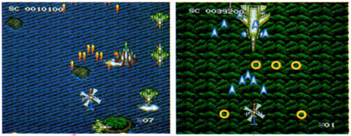
ROB No, it didn't. But if you like Attack of the Killer Tomatoes, it's pretty cool. The idea that you have evil vegetables is fun and it's fun to run around and squash them. Plus, the kid can use a skateboard for extra speed and bounce off branches for height. That's cool.



Personal Power Meters for Attack of the Killer Tomatoes. Rob: 3.0 3.0 3.5 3.0. George: 2.5 3.0 2.5 3.0.

GEORGE Taking a look at Super NES releases, **D-Force** is our first title. The "D" must stand for "derivative". This game offers nothing new to the several military combat games that are already out there. It's an overhead view helicopter battle with vertical scrolling, that plays like a bunch of games made for the NES.

ROB The only thing that this game has over the overhead shooting games available for the NES is the Super NES graphics. I like the detail of the backgrounds and the opening scene where your 'copter takes off from an aircraft carrier. There are some interesting Power-Ups that you can pick up for extra firepower and I found the game to be pretty challenging.

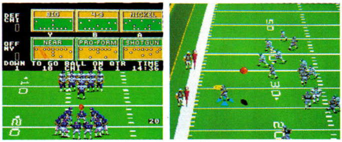


Personal Power Meters for D-Force. Rob: 3.5 3.0 3.0 3.0. George: 3.5 3.0 2.5 3.0.

GEORGE Speaking of good graphics, I think that **John Madden Football** has great detail and a good view of the action. It is, though, a little difficult to get used to the play control.

ROB Yeah. Some of the commands were confusing. For instance, if you're on offense, you can choose from options called "Hands" or "Fast". They don't make a lot of sense unless you pour over the manual. I think once you understand all of the plays, you could get good at it. Also, I don't really remember seeing John Madden very much in the game.

GEORGE He doesn't show up very often, but he does tell you about team strengths at the beginning of the game and he gives you a few pointers. I did think that some of the plays were about as easy to understand as the chalk drawings that Madden makes during TV broadcasts.

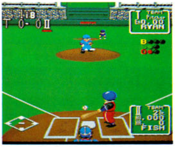


Personal Power Meters for John Madden Football. Rob: 3.5 3.0 3.5 4.0. George: 4.0 3.0 3.5 3.5.

ROB Another two-player sports game, **Nolan Ryan's Baseball** is on its way. It seems that since it's Super NES, it should take advantage of the Super NES graphics by showing some real detail in the players and real detail in the field and I don't find that to be the case at all. In fact, the players are puny. If it was Nolan Ryan's Little League Baseball, I guess that would be OK, but it's not.

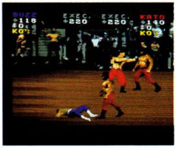
GEORGE A realistic picture of Nolan Ryan appears on the title screen, but the rest of the graphics are of smaller, younger looking characters. There are some good things about this game. I find it very easy to hit the ball, whereas in some Baseball games, hitting is next to impossible. And when you're on defense, your fielders can throw quickly.

Next up is **Pit Fighter** which uses digitized graphics of actual people. I found this one extremely difficult to control.



Personal Power Meters for Nolan Ryan's Baseball. Rob: 3.0 3.0 3.0 3.0. George: 4.0 4.0 2.5 3.5.

ROB In my opinion, it doesn't matter if it uses new technology or not. The question is "is the game fun?" and I think the answer in this case is "no". It really pales in comparison to the clean graphics and good control of Final Fight.



Personal Power Meters for Pit Fighter. Rob: 2.5 2.0 2.0 2.5. George: 2.5 2.0 2.0 2.5.

The opinions of Rob and George do not reflect the opinions of Nintendo Power Magazine or Nintendo of America Inc.

YOUR GUIDE TO THE LATEST RELEASES

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
Blues Brothers	Titus	2P-S	3.6	2.9	2.8	3.2	Comic Action
Cowboy Kid	Romstar	2P-S	2.9	2.9	2.7	2.8	Western Action
Dragon Fighter	Sofel	1P	3.1	3.1	2.9	3.1	Hero Quest
F-15 Strike Eagle	Microprose	1P	3.2	2.9	3.1	3.3	Combat Action
Ghoul School	Electro Brain	1P	2.8	2.8	2.9	3.0	Comic Action
Gun Nac	Nexoft	1P	2.8	2.8	2.9	3.0	Sci-Fi Action
Hammerin' Harry	Irem	1P	3.1	3.2	3.0	2.9	Comic Action
Hudson Hawk	Sony Imagesoft	1P	3.1	2.8	2.9	3.1	Comic Action
L'Empereur	Koei	1P/BATT	3.2	2.5	3.4	3.6	War Simulation
Mega Man IV	Capcom	1P/PASS	4.0	3.9	4.0	3.9	Comic Action
Monster In My Pocket	Konami	2P-S	3.3	3.4	3.4	3.6	Comic Action
Tecmo Super Bowl	Tecmo	2P-S/BATT	3.4	3.4	3.8	3.6	Football
Uncharted Waters	Koei	1P	3.1	2.5	3.2	3.4	Role Playing

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
Amazing Tater	Atlus	2P-S/PASS	2.7	3.3	3.1	2.9	Puzzle Action
Attack of the Killer Tomatoes	THQ	1P	3.1	3.2	3.0	3.1	Comic Action
Beetlejuice	LJN	1P	2.9	2.6	2.6	2.9	Comic Action
Double Dribble 5 On 5	Konami	2P-S	3.3	2.4	2.7	3.2	Basketball
Fastest Lap	MTB	2P-S	2.9	3.1	2.9	3.1	Driving
Prince of Persia	Virgin Games	1P/PASS	3.7	3.2	3.6	3.8	Game Type
Teenage Mutant Ninja Turtles: Back From The Sewers	Konami	1P	4.4	4.0	3.7	3.8	Comic Action
Terminator 2: Judgement Day	LJN	1P	3.6	3.3	3.3	3.5	Sci-Fi Action

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
D-Force	Asmik	1P	3.2	3.5	2.9	2.7	Combat Action
John Madden Football	Electronic Arts	2P-S	3.6	2.7	3.6	3.6	Football
Nolan Ryan's Baseball	Romstar	2P-S	3.2	3.3	3.0	2.5	Baseball
Pit Fighter	THQ	2P-S	2.8	2.3	2.4	2.3	Fighting
Super Castlevania IV	Konami	1P/PASS	4.6	4.2	4.3	4.4	Hero Quest
Super Off Road	Tradewest	2P-S	3.2	2.5	2.8	3.2	Driving
True Golf Classics Waialae Country Club	T & E Soft	2P-A/BATT	3.8	3.4	3.7	3.6	Golf

CHART KEY

You can get the most out of our game chart by knowing about the categories. Title, Company and Game Type are self-explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with one to four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYERS SIMULTANEOUS
PASS = PASSWORD
BATT = BATTERY

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four areas.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NINTENDO POWER

TOP 20

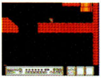
January 1992

The Top 30 has been increased to 60, by letting you in on the Top 20 games for all three Nintendo game systems. The Mario Bros. rule in every category. There's just no keeping a good plumber down!

NES

1 12,354 POINTS — 27 MONTHS

SUPER MARIO BROS. 3



Can they ever be stopped? We can't see it happening in the near future. Bowser is still on the loose!

2 6,140 POINTS — 5 MONTHS

BATTLETOADS

Zitz, Pimple, and Rash leap up two spots this month. Will they be Super Mario 3 spoilers?

3 5,486 POINTS — 40 MONTHS

THE LEGEND OF ZELDA

Zelda bounces back in a big way! This is by far the quintessential adventure game.

4 4,938 POINTS

TMNT II: THE ARCADE GAME

Look out, Shredder, the Turtles have stocked up on pizza and are after you again.

5 4,812 POINTS

DR. MARIO

A deluge of vitamin capsules is the best cure the good Dr. can prescribe.

6	4,519 POINTS	MEGA MAN III
7	4,349 POINTS	FINAL FANTASY
8	3,376 POINTS	BATMAN
9	3,186 POINTS	METROID
10	3,104 POINTS	SUPER MARIO BROS. 2
11	3,016 POINTS	THE SIMPSON'S: BART VS. THE SPACE MUTANTS
12	3,011 POINTS	CRYSTALIS
13	2,857 POINTS	TETRIS
14	2,109 POINTS	CASTLEVANIA III: DRACULA'S CURSE
15	2,063 POINTS	DRAGON WARRIOR II
16	2,035 POINTS	TECMO BOWL
17	2,030 POINTS	ZELDA II: THE ADVENTURE OF LINK
18	1,829 POINTS	MEGA MAN II
19	1,760 POINTS	BASES LOADED II
20	1,629 POINTS	MEGA MAN

SUPER NES

1
13,822 POINTS
1 MONTH

SUPER MARIO WORLD

Mario and Luigi battle with Bowser again in the greatest Mario Bros. game ever. Don't forget Yoshi!

2
7,658 POINTS
1 MONTH

F-ZERO

Race against Captain Falcon, Dr. Stewart, Pico, or Samurai Goroh in a futuristic hovercraft race.

3
6,079 POINTS
1 MONTH

SIMCITY

The Sim Citizens are counting on you to be an outstanding mayor. Where are you going to bulid your house?

4
5,158 POINTS

FINAL FIGHT

Cody and Haggar must clean up the crime-ridden streets of Metro City and rescue Jessica!

5
5,026 POINTS

ACTRAISER

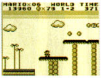
Swing your way to greatness. ActRaiser has two exciting modes of play.

6	4,080 POINTS	CASTLEVANIA IV
7	3,620 POINTS	THE LEGEND OF ZELDA: A LINK TO THE PAST
8	3,614 POINTS	SUPER R-TYPE
9	3,554 POINTS	FINAL FANTASY II
10	2,578 POINTS	PILOTWINGS
11	2,399 POINTS	U.N. SQUADRON
12	2,175 POINTS	GRADIUS III
13	1,822 POINTS	NOLAN RYAN'S BASEBALL
14	1,802 POINTS	SUPER BASES LOADED
15	1,499 POINTS	HAL'S HOLE-IN-ONE GOLF
16	1,352 POINTS	POPULOUS
17	1,073 POINTS	BILL LAIMBEER'S: COMBAT BASKETBALL
18	856 POINTS	SUPER GHOULS 'N GHOSTS
19	766 POINTS	THE CHESSMASTER
20	726 POINTS	DRAKKHEN

GAME BOY

1
12,277 POINTS
16 MONTHS

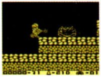
SUPER MARIO LAND



Gamers everywhere are hopping in the Sky Pop and cruising around Super Mario Land.

2
7,122 POINTS
1 MONTH

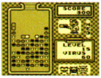
METROID II: THE RETURN OF SAMUS



Samus Aran debuts on the Game Boy Top 20 with a truly exciting adventure!

3
7,068 POINTS
12 MONTHS

DR. MARIO



The Dr. is in! He's making a house call to obliterate the viruses which have invaded your Game Boy.

4
4,938 POINTS

TMNT II: FALL OF THE FOOT CLAN

The Foot Clan must fall and Don, Mike, Raph, and Leo are just the Turtles to make it happen!

5
4,938 POINTS

MEGA MAN: IN DR. WILY'S REVENGE

The arm cannon is energized and Mega Man is at your disposal for Wily-Bashing.

6	3,648 POINTS	SUPER R.C. PRO-AM
7	3,041 POINTS	F-1 RACE
8	2,998 POINTS	CASTLEVANIA: THE ADVENTURE
9	2,962 POINTS	BATTLETOADS
10	2,564 POINTS	FINAL FANTASY LEGEND
11	2,329 POINTS	FINAL FANTASY ADVENTURE
12	2,298 POINTS	OPERATION C
13	2,106 POINTS	FACEBALL 2000
14	1,949 POINTS	BATMAN
15	1,648 POINTS	CASTLEVANIA II: BELMONT'S REVENGE
16	1,606 POINTS	THE HUNT FOR RED OCTOBER
17	1,514 POINTS	KID ICARUS
18	1,342 POINTS	ALTERED SPACE
19	1,333 POINTS	FINAL FANTASY ADVENTURE II
20	1,266 POINTS	SPIDERMAN

TOP 20

PLAYER'S PICKS

WHAT ARE YOUR FAVORITE NES GAMES?

Brian Sellers
Baltimore, MD

TMNT II: The Arcade Game
The Legend of Zelda
The Adventure of Link
Baseball Stars
Metal Storm

Kris Wick
Peachtree City, GA

The Simpson's: Bart vs.
the Space Mutants
Bases Loaded II
Mega Man III
Super Mario Bros. 3
Baseball Stars

Cathy Chen
Plano, TX

Super Mario Bros. 3
TMNT II: The Arcade Game
Ninja Gaiden II
Ninja Gaiden III
Crystalis

Josh Barnett
Lexington, KY

Super Mario Bros. 3
Super Mario Bros. 2
Super Mario Bros.
Mega Man II
Robin Hood: Prince of Thieves

HAVE YOU EVER WANTED TO SEE YOUR PHOTO IN NINTENDO POWER MAGAZINE?

Here's another great reason to send in your Player's Poll card! Every month we will randomly draw Player's Poll entries from the returned cards and feature those people on this page. We'll contact the players and ask them to send in a photo. You may see someone you recognize in the spotlight.

Chris Luhrs
Rancho Palos Verdes, CA

The Legend of Zelda
Dragon Warrior II
TMNT II: The Arcade Game
Super Mario Bros. 3
Baseball Stars

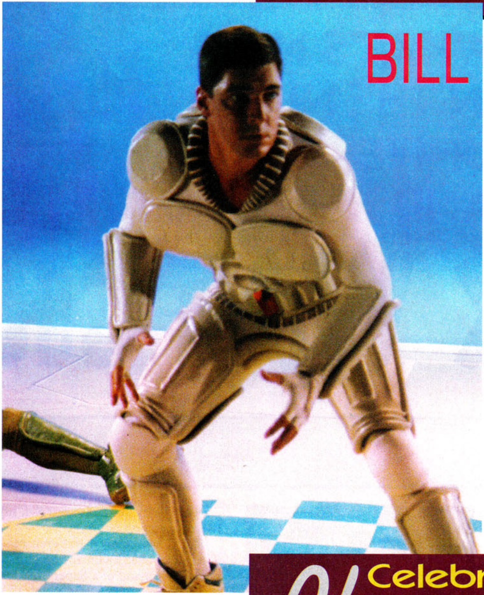
TAKE 5

According to you, the readers, here are the Top 5 NES Sports games for January. How do these match up against your Top 5? Vote for your favorites in the Player's Poll for next month.

SPORTS

1. Baseball Stars
2. Bases Loaded II
3. NES Play Action Football
4. Super Off Road
5. Bill Elliott's NASCAR Challenge

BILL LAIMBEER



Bill Laimbeer, center for the Detroit Pistons and star of Bill Laimbeer's Combat Basketball from Hudson Soft may have a reputation for being tough as nails on the court but, in person, he's a nice guy. We caught up with Bill on the set of the TV commercial for this Super NES sports game.

Bill Laimbeer poses in futuristic costume during the filming of the commercial for Bill Laimbeer's Combat Basketball for the the Super NES.

Celebrity Player Profile

Nintendo Power: What do you like most about Bill Laimbeer's Combat Basketball?

Bill: I think that some basketball games are hard to control but this one is very easy to pick up and play. If you want to pass to someone, you just face them and toss the ball. Shooting is also easy. The game plays off of my image of being a physical player in a tongue and cheek manner. I think it fits me to a T.

NP: What other games do you play?

Bill: I've played the Golf game a lot. My best score is 22 under par.

NP: Do you have any special strategies?

Bill: The best thing to do is play the course the way that it was designed. Don't try anything fancy or you might make a mistake.

NP: How tall are you?

Bill: I'm 6 feet, 11 inches and 270 pounds.

NP: How high can you jump?

Bill: Not very high.

NP: What are your greatest strengths as a player?

Bill: I'm an excellent outside shooter which surprises a lot of people.

NP: In the commercial for Bill Laimbeer's Combat Basketball, you wear a special suit. What's it like?

Bill: It's designed to look like something that someone would wear in the future, kind of a mix between a football uniform and a medieval suit of armor.

NP: Have you done commercials before?

Bill: Yes, a few.

NP: Are you a natural actor?

Bill: Some people say that I'm an actor on the court! Actually, I have had professional acting experience. Years ago I was in a Sid and Marty Krofft production called "Land of the Lost". I wore a big lizard costume. It was a pretty good job for a 17 year old.

NP: If you weren't a basketball player, would you play a different sport?

Bill: I'd play golf. I had a three handicap for a long time and I finally brought it down to zero. That was a lot of work. And it would take just as much work to go from a zero handicap to a professional level.

NP: You have a celebrity golf tournament every year. Who shows up?

Bill: A lot of local celebrities play and some of my teammates too. It's for Muscular Dystrophy. We've earned as much as $100,000 for the cause some years. This year we took in about $60,000.

NP: Are there any possibilities for a Bill Laimbeer Combat Golf game?

Bill: Combat golf? No. I think that goes against the nature of the game. When I'm golfing with my friends and one of us says something while someone else is trying to tee off or make a tough putt, I guess that's as close as I would get to combat golf.

NINTENDO
POWER

WHAT'S NEW IN THE NINTENDO UNIVERSE, NOW AND IN THE FUTURE

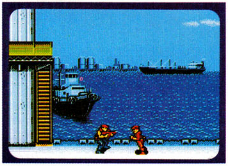
PAK WATCH

BLAST OFF

Contra Force

KONAMI

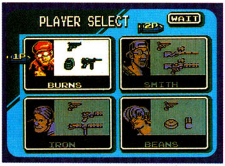
Konami's contra-versially named Contra series returns for more hard-hitting and shooting action in Contra Force, which should be out within a few months. Once again you are on a mission of Earth-shattering consequences, but this time there are four tough hombres ready to tackle the bad guys. Each of the four specialists is a master of certain types of weapons. For instance, Burns can hurl a grenade like a major league pitcher throws a fast ball! You get to choose your own man and, if you're playing the two-player option, your partner will pick his favorite character . . . then it's off to the wharfs.

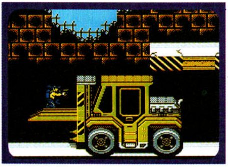


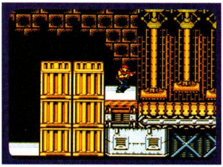
The second big change Contra fans are sure to notice (we sure did) is the look of the characters. In the earlier NES hit games, the Contra Commandos looked tall and well-defined. The new Contra look of the '90s, however, is shorter, squatter, and less defined. This Pak Watcher thought the characters in the previous games looked more realistic, but the option to choose the right character for a specific area is a big advantage in Contra Force. As you can see from these screen shots, both the backgrounds and moving characters are big, bold, and well conceived. The action is non-stop, just as you'd expect from a Konami game, and the control is good, even though one touch from an enemy will lay your man out flat, just like in the good old days.

The Contra Crowd has even more good news ahead with the announcement by Konami of a Super NES title based on the NES series. Contra IV, which might be released as early as springtime, will have seven levels of guts-and-glory action in beautiful Super NES graphics. We've heard that the programmers are packing this Pak with lots of special Mode 7 effects like rotation and scaling. If it's anything like Super Castlevania IV, we're in for a game-playing gourmet's feast of fun.

We're also looking forward to our first look at TMNT IV for the Super NES, which should be shown this month at the Winter CES in Las Vegas. Pak Watch will be on site to bring you back all the news from Konami and other licensee companies.







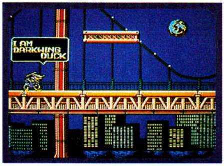
UNDER CONSTRUCTION

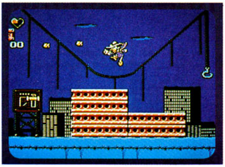
Darkwing Duck

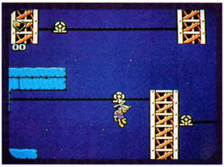
CAPCOM

What goes flap in the night, wears a purple cape, drives a souped up cycle and fears nothing except not making the 11 o'clock news? You guessed it, Darkwing Duck! It's time to get dangerous with Darkwing Duck. Capcom's Disney connection comes through again, this time with the quackiest super hero of them all—Drake Mallard, a suburban dad by day, but by night a dynamic duck who dukes it up with the dastardly denizens of St. Canard while shamelessly seeking fame and fortune. In the action oriented NES game based on the Disney cartoon series, the caped pretender will battle evil using dexterity and nifty gadgets . . . so says Capcom. As fans of the Disney series, we were excited to hear about this game. All we've seen so far is what we're showing here. Capcom hopes to have Darkwing Duck in the stores by this summer. We'll be waiting.

Other NES games said to be in the works at the Big C include Gargoyle's Quest, and Barcelona '92, which should include events from the upcoming Summer Olympic Games in sunny Spain.





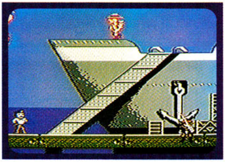


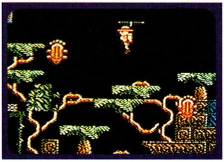
UNDER CONSTRUCTION

Stanley and the Search for Dr. Livingston

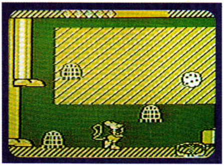
ELECTROBRAIN

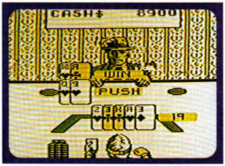
Dr. Livingston, we presume, is the same intrepid explorer who became famous because a guy named Stanley recognized him. Now we know that those Victorian voyagers were really preparing the way for a NES game from Electrobrain. The action takes place in the Congo region of the 1890s. Along with a taste of history, Stanley encounters hostile natives and dangerous jungle beasts, collects weapons and searches an expansive world. The jungle graphics might make you think it should have been called Cart of Darkness, but the game is still in development, and the future for this team might be bright.

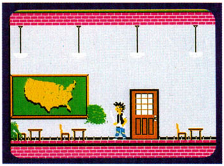




For Game Boy we looked at Mousetrap Hotel, which has great graphics and animation, and a cool mouse named Maxie who just wants to get home without becoming Swiss cheese. High Stakes puts a twist on gambling games by including a plot—you're out to break the house and put mobsters out of business. Ghoul School is a repetitious action game that takes place in a school inhabited by aliens. So what else is new? The biggest news is that Electrobrain plans on bringing Raiden to the Super NES. This hot action game is already a hit for the Super Famicom and other systems. We hope to have more on this one next month.







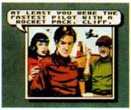
BLAST OFF

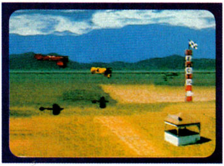
The Rocketeer

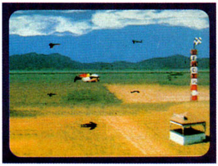
IGS

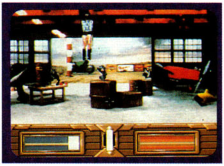
IGS successfully landed one of the hottest licenses around in The Rocketeer, and then they did something remarkable with it. If the graphics in this game look about as real as the view out your window, its because they are. The Super NES game, due out in March, uses digitized pictures of movie frames and comic book art by Dave Stevens, who created The Rocketeer. The results are spectacular. Not only are the backgrounds digitized, so are the characters such as planes and the Rocketeer himself. The story, which is relayed through beautifully reproduced comic frames, closely follows the original Rocketeer storyline that was used in the Disney movie. If this is a glimpse at what future games might look like, we can't wait to see more.

The game play is much less involving than the graphics, which is a bit disappointing. You get to fly planes and jetpacks and fight it out with bad guys between story frames. The shooting scenes are the most challenging in the game, far more than the flying sequences. IGS acknowledges that The Rocketeer isn't aimed at hardcore action gamers, who will find it too easy. It is a game for less skilled players who are interested in a terrific story, simple game play and superb graphics.


AT LEAST YOU WERE THE FASTEST PILOT WITH A ROCKET PACK, CLIFF.







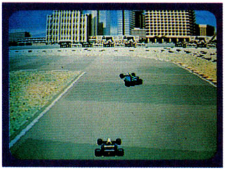
UNDER CONSTRUCTION

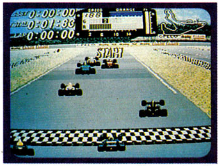
F1 ROC

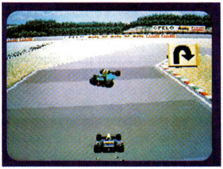
SETA

For those of us who feel the need for speed, the desire to strap on a helmet and wedge ourselves behind the wheel of a Formula 1 racer has long seemed doomed to the realm of fantasies. Thanks to Seta, that dream may come a little closer to reality when F1 Race of Champions for the Super NES is released this spring. The promise of this game is terrific, but we've only had a sneak peek.

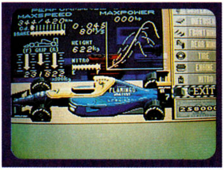
Here's what we've learned so far. First, this is a giant. We're talking 8 Megs! Seta has packed everything into this Pak except the smiling face of a winning F1 champion. One major feature is "scaled cornering", which should result in realistic views and control through the curves. Another measure of realism was included with the semi-automatic shifting feature. Although this adds to the complexity of controlling your car, racing fans will eat it up as another step closer to the real thing.







The game play is based on an F1 circuit. Prize money is paid out according to finishing positions after each of the 16 races. You then sink that money into needed improvements to your car and head on to the next race. Pole positions are determined by qualifying laps and there are seven racing teams to challenge you and your crew. Even the frenzy of a pit stop to the checkered flag, F1 ROC has all the features of the real thing and none of the oil stains.

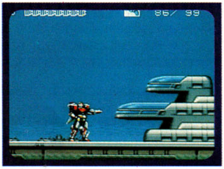


UNDER CONSTRUCTION

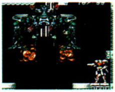
Xardion

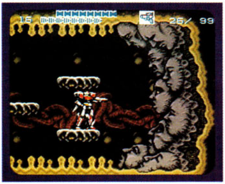
ASMIK

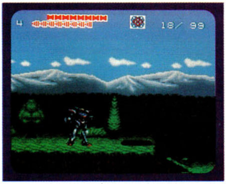
The legend of Xardion comes from the depths of space. Three cyborgs, each equipped with devastating powers, are sent to the home world of alien invaders where they must eliminate the aliens' power. The legend suggests that the three mighty cyborgs will transmute into a single, awesome man-machine. But first they must conquer the aliens on their three, heavily defended home worlds. The detail of the story is one of the elements that sets Xardion for the Super NES apart from other space/robot/action games. Asmik is even planning a novelization of the story, which will lead to the inevitable comparisons of which was better, the video game or the book.



We can't answer that question yet. We haven't read the book and the developmental version of the game was only 30 percent complete. What we did see, however, had some real potential. The variety of stages, backgrounds and aliens was impressive, as was the game music. Other features include the option to switch Cyborgs and weapons, a save feature, and a text storyline that appears at appropriate moments to fill you in and give you clues. Also coming from Asmik is a NES game based on Jack and the Bean Stalk. Could be a giant. We'll see.







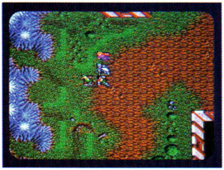
BRIGHT IDEA

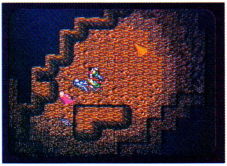
Ultima VI

FCI

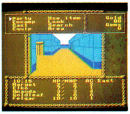
One of the most exciting aspects of the Super NES is its ability to support the best games from the PC world. FCI has taken full advantage of that in its plans to adapt Ultima VI: The False Prophet to the Super NES. Although the Super NES version is still very much in the planning stages, the story will be very close to the existing PC game of the same name shown here.

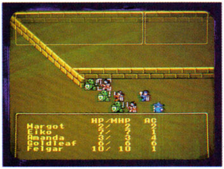
In Ultima VI the world of Britannia has been shaken by earthquakes and the coming of gargoyles from the underworld. Once again you are the Avatar, but a disturbing turn reveals that you may also be a false prophet and therefore subject to sacrifice! If plot is what you want, plot is what you get, and we don't want to give it away. What we can say is that Ultima VI will certainly take advantage of the Super NES to convey a great story with sharp, overhead view images, lots of mysteries, clues, battles, twists and turns. What more is there?





Well, if you're FCI, there is quite a bit more. First off, the NES version of AD&D Pool of Radiance shown here on the right is on its way to your Nintendo dealer, probably by next month. This is one of the classic AD&D adventures, featuring 3D movement over a large world, multiple member parties and lots of mystery. Their quest begins in Phlan, a city beside the Moonsea. Warriors of Destiny, another Ultima game, has been delayed and probably won't come out until this spring. Runes of Virtue, an awesome Game Boy game that we covered in Nintendo Power a year ago, should finally get off the boat this winter.



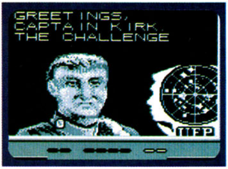


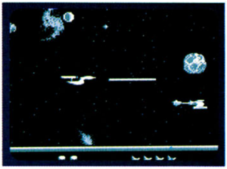
	HP/MHP	AC
Margot	2/ 2	2
Eiko	7/ 7	1
Amanda	3/ 3	4
Goldleaf	6/ 6	6
Felgar	10/ 10	1

BLAST OFF

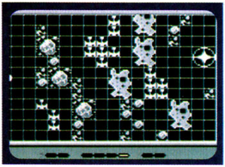
Star Trek

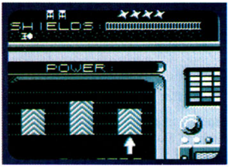
ULTRA


GREETINGS,
CAPTAIN KIRK.
THE CHALLENGE



Star Trek has been flying high recently, what with a new movie and the 25th Anniversary. Now the Enterprise and her crew are about to make their first appearance on Game Boy thanks to Ultra and the designers at Interplay. This time it's a shooting challenge between the Enterprise and her Klingon Empire enemies. The Klingons, having stolen a super weapon from the Federation, are determined to keep it, even if it means they can't use it. You must find the 12 pieces of the Disruptor that have been hidden by the Klingons and put them together in order to save Federation planets. During battles you can switch power between Shields, Phasers, and Impulse Drive. You also have a limited number of Photon Torpedoes. This Pak Watcher had to be beamed back to reality after a session with this game, which boldly goes everywhere it should go.





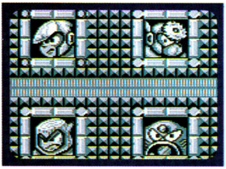
Konami/Ultra have some other Game Boy titles in the works, including Top Gun, Tiny Toons and Ultra Golf. Top Gun sounds interesting. It is said to contain ten missions that include both dogfights and bombing runs with a pilot's eye view.

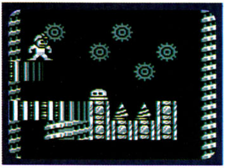
UNDER CONSTRUCTION

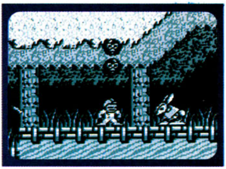
MEGA MAN II

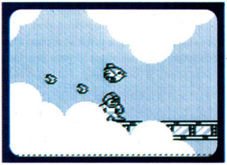
CAPCOM

Almost as soon as we got done playing Mega Man for Game Boy, Capcom told us that there's a second adventure on the way. And what do you know, they were right! Mega Man II, which may get a new name before its release later this year, is another super addition to a great tradition of quality action games in the Mega Man series. This time, Dr. Light sends Mega Man through five worlds filled with the expected badbots, who are controlled by an evil madman. To keep the suspense up, we won't reveal who is behind all the shenanigans. Suffice it to say that Mega Man has new challenges, like moving through stages of clouds in which you can't see him or the enemies! As in the previous Mega Man games, this sequel has a stage select and password codes. Wood Man, Air Man, Clash Man, and Metal Man are the four sub-bosses. Each of the worlds is filled with potential traps and items that can aid you, but quickness and a good memory of each area are your best weapons.





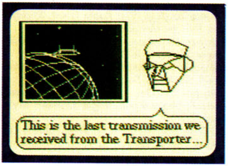




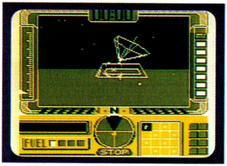
Capcom has some other Game Boy offerings farther down the road in '92. Two of those titles are from the Disney family: Mickey Mouse and The Little Mermaid. On the Super NES front, look for two awesome arcade games some time later this year. The first, Street Fighter II, is promised to be a faithful replica of the arcade action game. Magic Sword is the second title.

JAPAN WATCH

Nintendo's design teams in Kyoto, Japan never seem to rest. One of the exciting projects they've been working on is a Game Boy title called Lunar Chase. The game is basically a shooting mission game, but with a twist. You are inside a heavily armored lunar rover looking out. The effect is fantastic, reminding us of the virtual reality of the Battletech Center in Chicago, although admittedly without the bone-jarring sound effects and super video monitors. We were more than impressed. You're sure to hear more about this one.



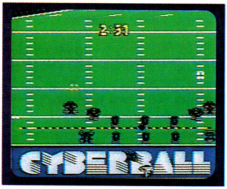
This is the last transmission we received from the Transporter...



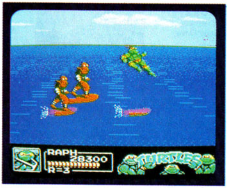
GOSSIP GALORE

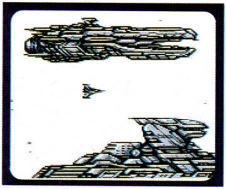
One subject that keeps coming up has to do with the CD ROM. When will it come out? What games will come out on disks? Will CD ROM make everything else obsolete? Well, the truth is that CD ROM will eventually arrive, but probably not for at least a year. Will it change the way we play games? Maybe, but that's up to the programmers and how they use the new, expanded technology.

Closer to home, we've heard that some super hot games are about to hit the stores. Next month you should see T.M.N.T.: The Manhattan Project from Konami for the NES. Also look for Jaleco's NES Cyberball, a two-player football game played with robots. Finally there's Konami's Gradius: The Interstellar Assault for Game Boy.



Still on the horizon, we've heard about ActRaiser II development going on at Enix, plus some hints that there might be a fourth Dragon Warrior series epic. Town & Country 2: Thrillas Surfari from Acclaim is also in the works, but Wizards & Warriors III has been delayed.





COMING SOON NES

- Avengers
- Bio Force Ape
- Contra Force
- Cyberball
- The Empire Strikes Back
- G.I. Joe 2
- Hammerin' Harry
- Might & Magic
- Rampart
- Rocky
- The Simpsons: Bart Vs. The World
- Terminator 2: Judgement Day
- TMNT III: The Manhattan Project
- Toki
- Toxic Crusaders
- Ufouria
- Uncharted Waters

COMING SOON SUPER NES

- F1-ROC
- Joe & Mac
- Lemmings
- Nolan Ryan's Baseball
- PGA Tour Golf
- The Rocketeer
- RPM Racing
- Smash TV
- Super Battletank
- Super Off Road
- Super Play Action Football
- TMNT IV
- Wanderers From Ys

COMING SOON GAME BOY

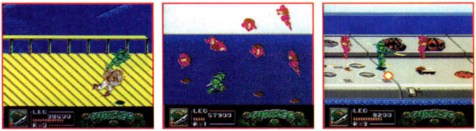
- Blaster Master Boy
- Boggle Plus
- Boxxle 2
- Gradius: The Interstellar Assault
- High Stakes
- Mousetrap Hotel
- Q*Bert
- Star Trek
- Terminator 2: Judgment Day

NEXT ISSUE

COMING NEXT MONTH IN VOLUME 33

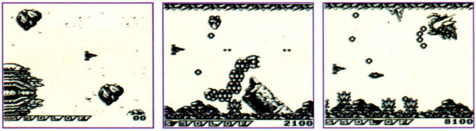
T.M.N.T. III- THE MANHATTAN PROJECT

Pull up a pizza and prepare to chow down on the tastiest Turtle title to date. Learn what's new, what's not, what's classic and what's hot in T.M.N.T. III.



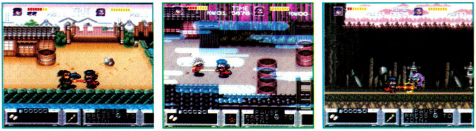
GRADIUS: THE INTERSTELLAR ASSAULT

The shooting star of space-action games goes portable with Gradius for Game Boy. Power-up your Viper for a wild ride through a cosmos bursting with alien enemies.



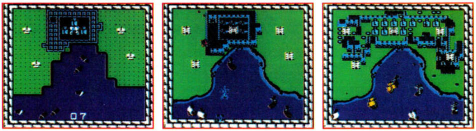
THE LEGEND OF THE MYSTICAL NINJA

The young and determined Kid Ying and his companion, Dr. Yang, take on armies of wacky enemies. This two-player simultaneous adventure emphasizes action and humor.



RAMPART

Your castle is under siege, but the enemy is in range of your cannons. Rampart requires strategy, speed and skill as you build and battle your way to glory.



BACK ISSUE

These Nintendo Power back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 21 (Feb. '91): StarTropics, TMNT II: The Arcade Game, Quantum Fighter, Magician, Ultima: Quest of the Avatar.
Volume 22 (March '91): MetalStorm, StarTropics, G.I. Joe, Hudson's Adventure Island II.
Volume 23 (April '91): Power Blade, Sword Master, Totally Rad, Monopoly.
Volume 24 (May '91): Vice: Project Doom, The Adventures of Lolo III, The Rocketeer, The Lone Ranger.
Volume 25 (June '91): Battletoads, Day Dreamin' Davey, NES Open Tournament Golf.
Volume 26 (July '91): Robin Hood, Rockin' Kats, The Little Mermaid.
Volume 27 (Aug. '91): Ninja Gaiden 3, Dragon Warrior II & III, Darkman
Volume 28 (Sept. '91): Super Mario World, Star Wars, Smash TV, Kick Master.
Volume 29 (Oct. '91): Star Trek, F-Zero, Metroid, Shatterhand, Roger Clemens MVP Baseball.
Volume 30 (Nov. '91): Final Fantasy II, Tom & Jerry, Where In Time Is Carmen Sandiego, Flintstones, Ultimate Air Combat.
Volume 31 (Dec. '91): Tiny Toon Adventures, Batman: Return of the Joker, ActRaiser, Metroid II: Return of Samus (Game Boy).

SPECIAL OFFERS

Issues from our first two years are available only in special collector's sets. You won't find these issues at newsstands!

FIRST YEAR SET:

Super Mario Bros. 2, Ninja Gaiden, Castlevania II-Simon's Quest, Zelda II-The Adventures of Link, TMNT.

SECOND YEAR SET:

Mega Man II, Dragon Warrior, Super Mario Bros. 3, Tetris, Final Fantasy.

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Nintendo Power's Strategy Guides and tip books cover some of the most popular games ever and contain the most complete information.

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Super Mario Bros. 3
Ninja Gaiden II
Final Fantasy
4-Player Extra

TIP BOOKS:

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

PLAYER'S GUIDES:

The NES Game Atlas
The Game Boy Player's Guide
Mario Mania

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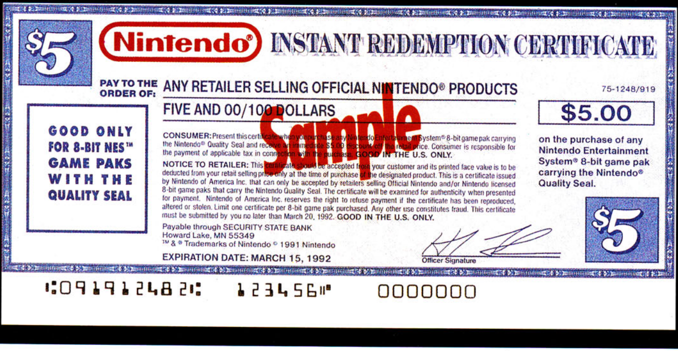

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